DELUXE

VIDEO® III



MANUAL

FOR YOUR AMIGA

ELECTRONIC ARTS®
DELUXE CREATIVITY SERIES

DELUXE

VIDEO® III

MANUAL

In the mid 1970s, Mike Posehn was programming minicomputers and inventing revolutionary methods for data acquisition and control for Lawrence Livermore Labs. This seemed a logical and even sensible use of this Cal Ph.D. in electrical and mechanical engineering.

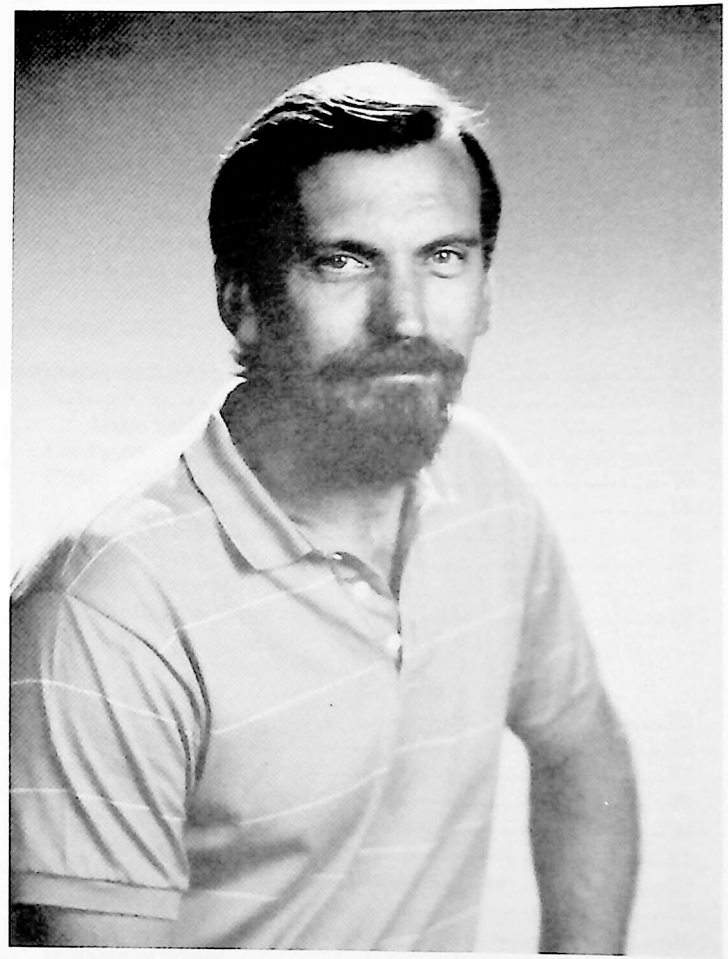
But when a couple of small California companies started dabbling with futuristic devices called *personal computers*, Mike said good-bye to the sensible. He bought a Sol PC, got hooked on the possibilities, and became an independent artist.

As personal computing evolved into an industry, Mike became one of its biggest stars, developing a number of award-winning programs including the highly acclaimed desktop work manager, *Get Organized*. When the powerful Amiga was announced, Mike began to plan his next project, DeluxeVideo.

He saw the Amiga as a machine that could fulfill his vision for personal computing, and focused his interest on graphics, animation, and video. As Mike puts it, "I wanted to give people an easy tool to make their own television; to let them control what they watch."

The ingenious technical advances of the Amiga, the growth in the number of sophisticated Amiga users, and widespread interest in DeluxeVideo encouraged Mike to enlarge and refine the program. DeluxeVideo III is his latest and best attempt to give the people what they want.

We're confident that Mike will continue to develop great products for creative users. It's a big part of his working philosophy. He sums up his career as an artist like this: "By working for myself, I have the opportunity to design creative things that people want and deserve to have. I want to help people grow and enjoy themselves." We think Mike has succeeded admirably, and hope you agree.



To Cindy, Kristin, and Keith

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WHAT IS DELUXEVIDEO III?

DeluxeVideo III is a set of four programs that give you the power to build multimedia presentations combining music, sound, pictures, and animations created on the Amiga, so you can communicate with the world and maybe beyond. You can store these presentations on videotape or play them back from disk. We'll refer to these presentations as videos throughout the manual.

The components of DeluxeVideo III are:

- **DVMaker**, which controls what's in the video and how it's presented.
- **DVMover**, which moves DeluxeVideo III files among the program's components and to other disks.
- **DVPlayer**, which plays the videos you create.
- **InstantSlideShow**, which creates slide shows with your pictures.

HOW TO USE THIS MANUAL

Whether you're creating simple videos or intricate presentations, keep this manual nearby. It's your best resource while you're learning to use DeluxeVideo and when you want help with or information about a feature. But you don't have to read every word of it to become an expert. We've organized the information so you can quickly learn how to use the program in a manner best suited to your style and experience. However, before you do anything with DeluxeVideo III:

★ Carefully read *Installation and Setup* in Chapter 1 to make sure you have the equipment and software you'll need to use DeluxeVideo, and then follow our instructions for installing the program.

After you've installed the program, use the manual in whatever way suits you. Follow our *Guided Tour* or strike off on your own. You can always consult the *Reference* section if you need more information. Just remember that the manual can help you get the most out of the program. Here are a few suggested approaches to learning DeluxeVideo III.

IF YOU'VE USED DELUXEVIDEO BEFORE

If you have some experience with a previous version of DeluxeVideo, you'll recognize the basic interface and many of this program's features. Of course we've added a number of new features and functions to DeluxeVideo III that you'll want to learn about.

- Read through *What's New in DeluxeVideo III?* to learn about some of DeluxeVideo III's new features. These include a variety of new wipe effects, the ability to attach brushes to brushes, exact *jiffies* and a double buffer for smoother animation, and the ability to display all Amiga resolution modes, including HAM.
- When you feel comfortable with the program, work through *Video Effects* (Chapter 5) to see examples of some special effects and learn how they are created.
- Use *Reference* to answer any questions about the program. The *Video Design and Creation* section and the *Appendices* are recommended reading.

IF YOU'VE NEVER USED DELUXEVIDEO

If this is your first experience with DeluxeVideo, work through the manual in the order presented below. You'll start with the basics and then build on this information as you acquire new skills.

- Read the first three sections of the *Reference* chapter (*Overview*, *Parts*, and *DVMaker*). It provides general information that will help you understand the basic concepts and operations of the program. This section defines the parts of DeluxeVideo III and gives you a working *vocabulary* of the program that you can use right away.
- Carefully work through the rest of *Getting Started* and the *Guided Tour* (Chapters 1 and 2) to familiarize yourself with DeluxeVideo III features.
- Work through the tutorials in Chapter 3, *Learning DeluxeVideo III*. These exercises demonstrate the range of DeluxeVideo III's powers using step-by-step instructions. Then try *Video Design and Creation*, which outlines the process of creating a video and offers some important tips for making the process run smoothly.

- After you become familiar with the program, look through *Video Effects* for specific examples that match your interests and applications.
- Use the *Reference* section and the *Appendices* to answer questions you have about the program.

SOME CONVENTIONS USED IN THIS MANUAL

Several special elements in the manual's text are designed to make learning to use DeluxeVideo III easier.

- Right-pointing triangles indicate action items or steps. They mark how-to sections that present something you should do either to understand a program feature or function, or to get the best results from the program.
- Solid bullets indicate a list of features, functions or contents. *They do not indicate action items.*
- ★ A note preceded by this symbol indicates important additional information, a warning, or a condition. Be sure to read every item that's labeled in this way.

boldface DeluxeVideo's menu commands are presented in the text in simple boldface type. Every menu option is thoroughly described in the *Reference* chapter.

`special` This special monospace typeface indicates characters that you should type.

CAUTION or *TIP* These entries indicate special information that will help you in a variety of ways. Give them special attention.

THINGS ALL USERS SHOULD KNOW

We assume you're familiar with the basic operation of your Amiga. Before you get creative with DeluxeVideo III, you should know how to pull down menus, load, save, and delete files, use the mouse (point, click, and drag), use the CLI, and perform basic editing (select, cut, copy, and paste). If any of these terms or operations are unfamiliar to you, take

a few minutes now to refresh your memory by reviewing the appropriate sections of your Amiga owner's manual.

TECHNICAL SUPPORT

If you have questions about DeluxeVideo III, and you can't find the answers in this manual, our Technical Support department can help. If your question is not urgent, please write to us at the following address:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to *include the following information* with any correspondence:

- Which version of DeluxeVideo you're using. To check the version number of the program, choose **About** from the Project Menu while DVMaker is running.
- Which versions of Kickstart and Workbench you're using and how much random access memory you have installed in your computer.
- Additional system configuration notes (for example, type and make of monitor, printer, etc.).
- Your DeluxeVideo III Registration Number. You'll find your number on the DeluxeVideo Registration Card, which came with your package. For convenient reference, write your Registration Number now in the spaces provided below.

_ _ _ _ _ _ _ _ _ _

If you would like to speak to someone directly, call us at (415) 572-2787 Monday through Friday between 8:30 am and 4:30 pm PST. Again, please be sure to have the appropriate information about your computer, the version number of DeluxeVideo III, and your Registration number handy when you call. This information will help us answer your questions more quickly.

★ If you live in Europe or anywhere in the United Kingdom, please contact our United Kingdom office for assistance at:

Electronic Arts Limited
P.O. Box 835
Slough SL3 8XU, UK
Phone: (044) 75346465

AREXX SUPPORT

Electronic Arts *cannot* provide technical support for programmers to write their own programs. For ARexx support, you'll have to contact the manufacturer of the device, ARexx, and/or the compiler maker. At the time of this writing, the address listed below is the source from which you should obtain a copy of the ARexx software and documentation.

William S. Hawes
P.O. Box 308
Maynard, MA 01754

WHAT'S NEW IN DELUXEVIDEO III?

This section briefly describes the major additions and improvements in DeluxeVideo III and directs you to the areas where you'll find more information. For the straight-forward changes, the best place to find information quickly is in the Reference chapter.

IT'S ENTIRELY NEW

Although DeluxeVideo III maintains the same visually oriented interface as its predecessor, the program has essentially been rewritten from the ground up. The program no longer works with the concept of "dual playfields." Instead it supports all Amiga graphic modes.

The previous version of DeluxeVideo saved video files that included all of the data in the video file. DeluxeVideo III saves "unbundled" video files—it saves the video file as a script and the data remains completely separate. This makes it possible to create multiple videos using the same data files.

These may seem like big changes, but you'll find the new design easy to learn and use. We recommend that you skim through *Chapter Two: Guided Tour* and work through the first tutorial in *Chapter Three: Learning DeluxeVideo III* to become familiar with the new design. You'll also find general information about the interface near the beginning of *Chapter Six: Reference.*

SUPPORTS ANIMS AND ANIMBRUSHES

You can use the anim and animbrush files you create with DeluxePaint III in your videos. DeluxeVideo III lets you manipulate anims just as you would a picture and animbrushes just as you would any other brush. DeluxeVideo III also lets you convert a section of your video into an anim file by using the MakeAnim effect. You'll use animbrushes in Tutorial One of *Chapter Three: Learning DeluxeVideo.* The MakeAnim effect is discussed in detail in *Chapter Five: Video Effects.*

MANY MORE TRACKS AND EFFECTS

The number of available tracks and effects in DeluxeVideo III is much increased over the previous version. We're sure you'll appreciate the added flexibility these new tracks and effects provide, and you'll be able to use most of them with little or no practice. We won't try to list them all here. If you'd like a taste, skim through the listings of track and effects in the Scene Script section of *Chapter Six: Reference.*

EXPERT MODE

To keep the program as straight-forward and unintimidating as possible for new users, DeluxeVideo III includes an Expert mode in DVMaker. With Expert mode turned off, you have access to all of the essential features, and the program protects you from yourself a bit (by ignoring meaningless settings.) When you turn on Expert mode, you have access to additional Tracks and Effects, and the program gives you more flexibility in some of the settings. However, you do pay a small price for the extra power—the program doesn't protect you from yourself; after all, you're an expert.

You'll find a note about Expert mode at the end of *Chapter Two: Guided Tour,* and also in *Chapter Six: Reference.*

INTERACTIVE VIDEOS

DeluxeVideo III includes a Control track and effects such as Wait, GoTo, and Label, which make it possible to construct interactive videos. You can make your video branch based on joystick movements using the Joystick effect, or you can make your video branch when the user clicks on an object (such as a brush). You'll find an example of each of these types of interactive video in *Chapter Five: Video Effects.*

MOVEPATH WITH PATH EDITING

DVMaker includes a MovePath effect that lets you define the movement of a brush by dragging it across a preview screen. Better yet, you can edit the path after you've created it. You'll find a tutorial on this effect in *Chapter Three: Learning DeluxeVideo III.*

RELATIVE MOTION

You can now achieve true relative motion by attaching one moving object to another moving object. For example, you can create a satellite brush that orbits a planet brush. Then you can set the planet brush on a path across the screen. Your satellite brush will move across the screen with the planet brush because that is the object to which it is attached. In Tutorial One of *Chapter Three: Learning DeluxeVideo III* you'll attach smoke and flames brushes to a shuttle brush that launches off the screen. You'll also find an example video described in *Chapter Five: Video Effects.*

FONTS FROM ANY DRAWER

The Text Line requester lets you access fonts from any drawer. If you're a fan of fancy fonts, we're sure you'll like the way this saves you from reorganizing your disks.

IMPROVED CUT AND PASTE FEATURES

The Cut and Paste features in DeluxeVideo III are much more powerful than its predecessor's. You can now cut and paste tracks, effects and even scenes in your video. You can even cut and paste from one video to another. Once you create a scene, you'll never have to create it again, just paste it into a new video. You'll use the Copy and Paste features as

a shortcut when you work through Tutorial One in *Chapter Three: Learning DeluxeVideo III.*

APPENDING VIDEOS TOGETHER

You can now append one video onto another with one simple menu command. This feature is so simple that you can read the description in *Chapter Six: Reference* and use it right away.

SUPPORTS ALL AMIGA RESOLUTION MODES

DeluxeVideo III now supports all Amiga resolution modes, including HAM, HiRes, and Interlace. You can even display pictures of different resolutions on the screen at the same time using multiple viewports.

PATTERNS

You can use a picture as a pattern behind another picture to create smooth wipe effects and other special effects, such as breaking windows. Or you can use a brush as a tiled pattern. If you want a pattern background for your video, you can create a complex pattern from a small brush by tiling it and thus save a lot of disk space. In *Chapter Five: Video Effects*, you'll find an example of patterns used for wipe effects in Wipes&Pattern, and an example of patterns used for special effects in SpecialEffects.

SUPER BITMAPS

You can now use Super Bitmaps (bitmaps bigger than the screen) to create smooth scrolling effects and other special effects. You'll find an example of a scrolling oversized picture called ScrollingBG in *Chapter Five: Video Effects.*

MIDI OUTPUT

DeluxeVideo III supports MIDI output. There is an example video named Tune on your DVExamples2 disk. Also, see the description of the MIDI effect for the Tune track in *Chapter Six: Reference.*

INSTANTSLIDESHOW AND DVMOVER

Your DeluxeVideo III disks contain two extra modules that we know you'll find useful. InstantSlideShow makes it easy to create a slide show that displays your pictures and animations with random wipe effects. Once you've created a slide show, you can open it in DVMaker to embellish it.

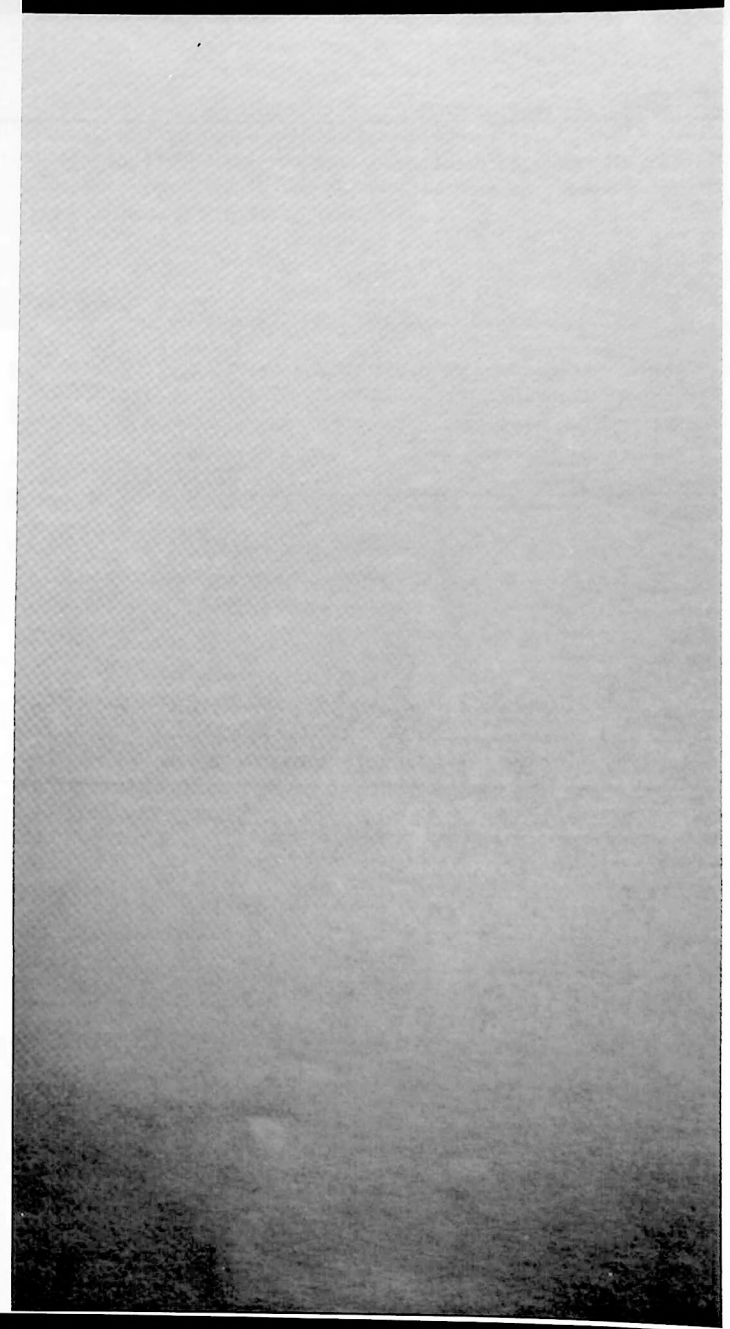
DVMover helps you move your videos from one disk to another. Since the video needs to keep track of the location of all your data for the video, this module is essential to moving your videos.

You'll find tutorials for each of these modules in *Chapter Three: Learning DeluxeVideo III.* Also, each module is covered in its own section in *Chapter Six: Reference.*

CONTROL OF EXTERNAL DEVICES

DeluxeVideo III supports control of external devices through an ARexx port. We've included an example program for controlling a SuperGen genlock device. See *Appendix C: Using ARexx and DeluxeVideo III* for a discussion of the example and other information.

NOTES



NOTES

This chapter briefly describes the contents of your DeluxeVideo III package and the computer hardware and software you'll need to use the programs. We'll show you how to install DeluxeVideo III, start the primary DeluxeVideo III module, called DVMaker, and explain how the parts of the program work together.

INSTALLATION AND SETUP

Read all the way through this section *before* you begin installing DeluxeVideo III, so that you're aware of any restrictions that might apply to your particular hardware configuration before you use the program.

SOFTWARE

Your DeluxeVideo III package contains four disks:

- The *DVMaker* disk contains DVMaker, the primary DeluxeVideo III module, and the ReadMe file.
- The *DVideo* disk contains the other parts of DeluxeVideo III, DVMover, DVPlayer, and InstantSlideShow.
- The two *DVExamples* disks contain sample videos and a wide-ranging collection of pictures, sounds, animations, and brushes, which you can use in your own videos.

SHARE ENTHUSIASM NOT SOFTWARE

The DVPlayer program on the *DVideo* disk is included in DeluxeVideo III as a means for you to share your video productions with others. You may freely distribute the DVPlayer program provided that it is not modified in any way. This is the only module that you are permitted to copy and distribute to friends. We want you to share your videos and your enthusiasm, but please don't share your software. If you do, everyone loses.

DeluxeVideo III was produced through the efforts of many people: designers, artists, programmers, and other dedicated workers. The costs of developing the program can only be recovered through software sales. If you duplicate DeluxeVideo III without authorization, you raise the cost to all legitimate users.

Copying DeluxeVideo III (with the exception of the DVPlayer program) for any reason other than making backup copies for your personal use is a violation of federal copyright law. Individuals who make illegal copies may be subject to civil and criminal penalties. ELECTRONIC ARTS, as a member of the Software Publishers Association, supports the industry's effort to fight the illegal copying of personal computer software. Thank you for joining us in this effort to eliminate software piracy and to control software costs.

HARDWARE

To use DeluxeVideo III you'll need:

- An Amiga 500, 1000, 2000 or 2500 with at least one megabyte (MB) of random access memory (RAM). More than 1MB of RAM lets you create and run larger videos.
- A monitor.
- Two floppy disk drives (or a hard drive with one floppy drive), and some blank, high-quality double-sided disks.

  You can *play* some videos with only one floppy disk drive, but to *create* them, you need two. A hard drive will help you work more efficiently. DeluxeVideo works faster on a hard drive because disk access times are reduced. Keep in mind that videos (and even parts of videos) can use up huge amounts of disk space—so the larger the hard drive you have, the better.

★ If you want to install DeluxeVideo III on your hard drive, you can skip the next section, and move to *Hard Drive Installation*, below.

FLOPPY DISK INSTALLATION

To use DeluxeVideo III, all you need to do is copy the four disks. The program is not copy-protected, so you can use any standard disk-copying program or Amiga-supported procedure to make copies for your personal use. We assume that you already know how to initialize and copy disks, delete files, and move files from one disk to another. If you're not familiar with all of these operations, consult your Amiga

users' guide to refresh your memory. Here are a few things to remember while copying:

- The original DeluxeVideo III disks should be write-protected. If you can't see through the small hole at the corner of the disk, slide the little tab so you can see through it. When the hole is *open*, your disk is write-protected.
- Start up your Amiga (Amiga 1000 users boot with Kickstart in the internal drive) with your Workbench 1.3 disk in the internal drive (df0:).

CAUTION Never eject a disk while the disk drive's "in-use" light is on. Doing so can damage your disk and/or scramble your data. The result may be an unreadable disk. You'll need to reformat the disk, which *erases everything on it.*

- Label and initialize the disk you're going to copy to and insert it in the external drive (df1:).
- When you **Rename** your copy of a disk from the Workbench, give it the same (exact) name as the original.
- Put the original disks away in a cool place and always use the working copies for your work sessions. You should use the original disks only to make a new copies, in case your working copies become damaged.



★ Before you do anything else, read the ReadMe file on your copy of the DVideo disk. The ReadMe file contains information about the program that was not available before the manual went to press. To read the ReadMe file, double-click on the ReadMe icon. To exit the ReadMe file, press the **q** key or **Ctrl-c**.

DISK ORGANIZATION STRATEGIES

There are two important points you should know about the DVMaker program that will help you use your two floppy drives most efficiently:

- DVMaker is a very large program made up of many program overlays. This means that the entire program is not loaded into memory at one time; pieces of the program are loaded or unloaded as needed. If you're using floppy disks, you should boot with the

DVMaker disk and *keep it in the boot drive*. The DVMaker disk includes a scaled down version of Workbench 1.3.

- Video files are large and not entirely loaded into memory. To edit a video, the file is opened along with three other temporary work files. Scenes and text tracks are saved and loaded from these files at various times while you are running DVMaker. To avoid disk swapping problems, keep all video Parts together with the video on one disk.
- If you (floppy disk users only) receive an error message indicating that DeluxeVideo is unable to load specific Parts, it usually means that the program can't find a Part that is required by the video you're working on. Make sure that the disk on which the Part is stored is in the drive assigned by the path in the current video.

★ If you don't have a hard drive you can skip the next section, and move to the section named *Temporary Files*, below.

HARD DRIVE INSTALLATION

If you own a hard drive, you'll probably want to install DeluxeVideo III on it. You'll need about 3 megabytes of free space to copy all of the DeluxeVideo III files onto your hard drive. If you have less space than that, you can omit some of the non-essential files (such as the sample videos on the DVExamples disks).

The following steps assume that you've started the computer with a standard Workbench 1.3 that has been properly configured to support a hard drive.

▶ Create a Drawer named DeluxeVideo on your hard disk.

1. Click the Empty Drawer icon on the Workbench to select it.
2. Choose **Duplicate** from the Workbench menu. In a moment, a new drawer is created called "copy of Empty."
3. Click the "copy of Empty" drawer to select it.
4. Choose **Rename** from the Workbench menu.
5. Press the Del key several times to erase the current drawer name, "copy of Empty."

6. Type `DVideo` and press Return. You now have a drawer named DeluxeVideo.



▶ Insert the *DVMaker* disk into a floppy drive.

▶ Double-click the *DVMaker* disk icon to view the contents of the disk.

▶ Click the DVMaker icon. Then hold down the Shift key and click the ReadMe icon (there's no need to drag the System drawer icon). This selects the contents of the *DVMaker* disk.

▶ Hold down the Shift key and drag the icons so that the one you are pointing to is directly over your newly created DeluxeVideo drawer icon. Release the mouse button and the Workbench copies the contents of *DVMaker* into your hard disk drawer.

▶ When the pointer replaces the double-z cursor, eject the *DVMaker* disk and insert the *DVideo* disk. Double-click the *DVideo* disk icon to view the contents of the disk. Select all of the icons on *DVideo* (except the System drawer) just as you did with *DVMaker*. Drag the three icons into the DeluxeVideo drawer icon on your hard drive the same way you dragged the DVMaker and ReadMe icons above and release the mouse button.

▶ Create a drawer named Examples in the newly created DeluxeVideo drawer on your hard disk. Follow the steps numbered 1 through 5 above, type `Examples`, and press Return. You now have a drawer named Examples.

▶ To copy the contents of the DVExamples 1 and 2 disks over to the Examples drawer, drag all the video and data icons from DVExamples 1 and 2 into the Examples drawer.

You now have copies of the DeluxeVideo program and Examples on your hard drive.



★ The ReadMe file contains information about the program that was not available before the manual went to press. To read the ReadMe file, double-click on the ReadMe icon. To exit the ReadMe file, press the **q** key or **Ctrl-c**.

TIP

Once the installation process is complete, you must edit your startup-sequence *if you want DVPlayer to automatically run a video when you double-click on a video icon.*

- Start up the CLI (Command Line Interface) by double-clicking on the CLI icon (probably in your System drawer).
- Follow the directions in your Amiga users' guide to enter and edit a startup-sequence.
- Type `assign DVideo:` *hard drive name*`:DVideo` into your startup sequence:

  For example, if your hard drive is named speedy, you would type:
  `assign DVideo: speedy:DVideo`
- Exit the startup-sequence and return to the Workbench.
- If you reboot now (we recommend it), DVPlayer will automatically play any video you select when you double-click on the video. If you don't reboot, assign: will function for the current work session only.

After you've installed all of the DeluxeVideo III disks on your hard drive, put the original disks away in a cool place. You're ready to start the program.

TEMPORARY FILES

If you look at the contents of each of your four disks, you'll notice that none of the disks is full. There's an important reason for this:

When you use the DVMaker program to construct a video, the program creates temporary files on your disk. If you're working on a new video, the temporary files usually are created on the DVMaker disk. For this reason, your disk cannot be write-protected when you use the program. Once you've opened an existing video, or saved a video to a data disk, during your work session, your temporary files are saved on that disk. In short, *DVMaker saves temporary files to the current path.*

TIP

Because DeluxeVideo needs to create temporary files on your program disk, we strongly recommend that you

- don't work with full disks;
- don't use your original program disks to do your work;
- don't write-protect your work disks;

- and don't delete any files named *dvtemporary* while you're using DVMaker.

PLAYING AN EXAMPLE VIDEO

Now that you've copied your DeluxeVideo disks, or installed them on your hard drive, you're ready to have a little fun. In the next few steps, you'll use the DVPlayer utility to play a sample video included on DVExamples1. This video shows a few of the amazing things you can do with DeluxeVideo, and at the same time, it helps you check that DeluxeVideo is properly installed.

- *If you're using two floppy drives:* Insert your *DVideo* disk into drive df0: and your DVExamples1 disk into drive df1:. Open both disks. Arrange the windows so that you can see both the MoveTo&Path video and DVPlayer. Click on the MoveTo&Path video to select it. Now hold down the Shift key and double-click on the DVPlayer icon.
- *If you've installed DeluxeVideo III in the DeluxeVideo drawer of your hard drive:* Open the DeluxeVideo drawer and then open the Examples drawer inside it. Arrange the two windows so that you can see both the MoveTo&Path video (from the Examples drawer) and DVPlayer icon (from the DeluxeVideo drawer). Click on the MoveTo&Path video to select it. Now hold down the Shift key and double-click on DVPlayer.

In a moment, the MoveTo&Path video begins to play. An animated television walks across the screen; a cameraman rises from top to bottom, and a dog runs across the screen. In the next sequence a hand moves into the screen with a bird. The bird begins to fly as though against a wind until it leaves the screen. In *Chapter Five: Video Effects*, we'll explain how the effects in this video are created. For now, we want to take a look at DVPlayer.

THE CONTROL PANEL

DVPlayer has no menus but it does have a Control Panel for controlling how the video plays.

► To display the Control Panel while the video is playing, click the right mouse button or press the Help key. (If the Control Panel is already displayed, this hides it.)

The Control Panel appears at the bottom of the screen, and looks something like Figure 1.1.

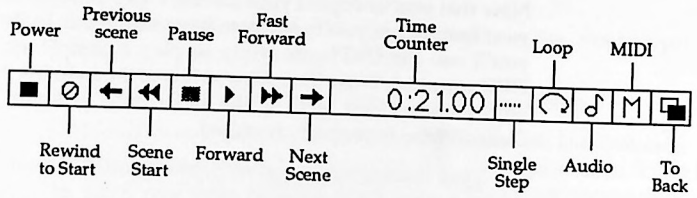


Figure 1.1 *The DeluxeVideo III Control Panel*

To use a button on the Control Panel, you move the pointer over the button you want and click the left mouse button. A button is highlighted when it's selected. Most of the buttons have keyboard equivalents also, so you can press a button by pressing the appropriate key(s) on the keyboard. You don't have to display the Control Panel to use a button through its keyboard equivalent (in brackets, below). The buttons on the Control Panel are:

Power [Esc]
Turns off the video and returns you to the Workbench.

Rewind to start [F1]
Rewinds the video to the beginning, at time 0.

Previous scene [Shift-Tab]
Rewinds the video to the beginning of the previous scene.

Scene start [Left Shift-Left Arrow]
Moves the video to the beginning of the current scene.

Pause [Down Arrow]
Pauses the video.

Forward [Right Arrow]
Plays the video. To begin playing your video, *after* you've used any of the other buttons, you need to click the Forward button.

Fast Forward [Right Shift -Right Arrow]
Play the video faster than normal time. Click the Forward button to resume normal speed.

Next Scene [Tab]
Skips to the beginning of the next scene.

Single Step [F2]
Pauses the video, and while this option is on, each click on the Forward button advances the video one frame. To turn the option off, click the Single Step button again.

Loop [F3]
Turns on the loop function, which causes the video to repeat from the beginning each time it finishes playing. To turn the loop option off, click the Loop button again.

Audio [F4]
Turns on the audio portion of the video. This button is automatically on when you play a video. To turn off audio, click the Audio button.

MIDI [F5]
Sends musical data in the video out through the MIDI interface (assuming you have one connected).

► Try some of the Control Panel buttons to see how they work. This is a good video to practice on since it contains more than one scene and it loops. When you think you've had enough, click the Power button to return to the Workbench.

You'll be seeing the Control Panel again in the DVMaker program. It functions the same way there, and you'll want to use it when you play videos from inside the DVMaker program. If you'd like more information about the Control Panel or about DVPlayer, take a look at the DVPlayer section of *Reference*.

There are many sample videos on the DVExamples disks. Now you can use DVPlayer to play each of these. They'll show you some of DeluxeVideo III's other capabilities. Many of the examples will be explained later in the *Video Effects* chapter, but for right now, view them for a sampling of what you can do with DeluxeVideo III.

Now, if you are ready to move on, work through the next chapter, *Guided Tour*. It shows you the basics of DVMaker, DeluxeVideo III's main program.

NOTES

In this section of the manual we'll introduce you to DVMaker and then walk you through the process of creating a simple video. If you're new to DeluxeVideo, this section will be invaluable for understanding the basics of DVMaker. If you are already familiar with DeluxeVideo, you might want to skim this section to learn about some of the changes in this version of DVMaker.

STARTING DVMAKER

TIP

Floppy Drive Users: You can use your own Workbench to run DeluxeVideo III, but running any of the parts of DeluxeVideo III from your copies of DeluxeVideo disks will save space, because many of the normal Workbench functions have been removed. If you have not read *Disk Organization Strategies* in the previous chapter, please read it now.



▶ Insert your copy of the *DVMaker* disk in df0: and a data disk in df1:. Open *DVMaker* and double-click on the DVMaker icon to launch the program.

If you're using a hard drive, simply open the DeluxeVideo drawer and double-click the DVMaker icon.

In a moment a requester with the DeluxeVideo III copyright information appears. Click Ok and you'll see the DVMaker Video Script Window.

THE DVMAKER HIERARCHY

DVMaker uses a hierarchical structure. In other words, it's organized in layers. You move through these layers from an overview of your video to its specific details. Figure 2.1 illustrates the hierarchical structure.

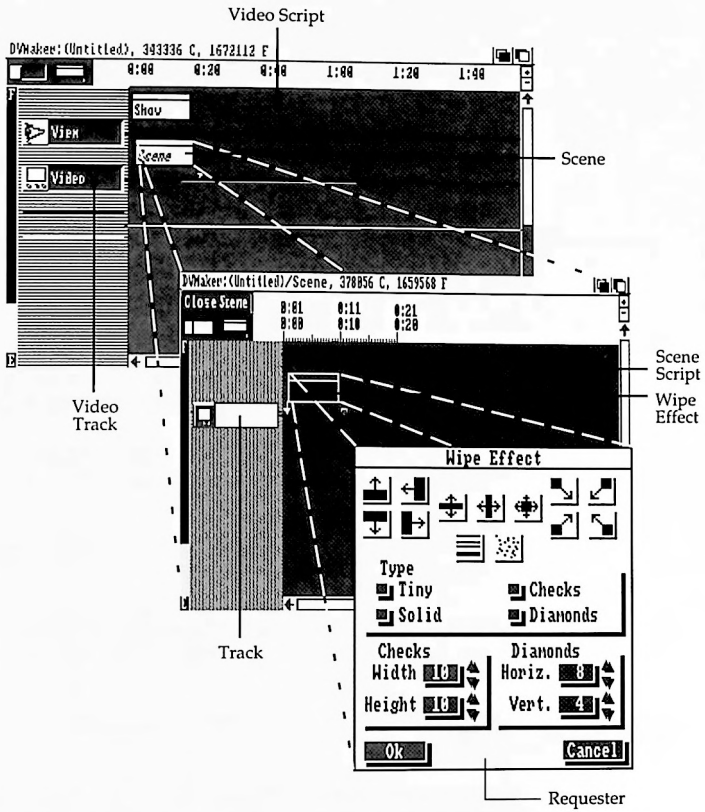


Figure 2.1 *DeluxeVideo III's Hierarchical Structure*

Video Script The highest and most general level of the hierarchy is the *Video Script*, the basic storyboard or blueprint of a video. This is what you see when you first start the program. A Video Script consists of two Setup tracks (a View track and a Video track) and other tracks that you add to the script yourself. Each track controls an element in the video like sound or music tracks in a movie.

Video Track The Video track is composed of one or more *scenes*, which are like scenes in a play. They can be created and modified independently of each other, and they *cannot* overlap.

Scene Script Each scene contains its own Scene Script, which you open by double-clicking on the Scene icon on the Video track. The Scene Script plays a role similar to the Video Script. Like Video Scripts, Scene Scripts are made up of a number of tracks, each of which contributes independently to the final video. Certain tracks can appear on both the Video and Scene Script levels, but *more tracks are only available in the Scene Script.*

Effects Each track (other than the Video and View tracks) is made up of one or more *Effects*. Effects control the specifics of the video action. For example, a Wipe Effect replaces one image on the screen with another.

Requesters Each Effect has its own requester, which you open by double-clicking on the Effect icon. These requesters let you determine the particular way an Effect works. For example, the Effect might call for a Wipe as we mentioned above. The kind of wipe used (from left to right or from top to bottom) is controlled through the Wipe Effect requester.

THE VIDEO SCRIPT WINDOW

In this brief section, we'll describe all of the elements of the Video Script window. Then we'll walk you through some hands on use of the elements to help you get familiar with how they function.

The Video Script provides an overview of the entire video. When you start DVMaker, the Video Script window appears. It's the video-graphic equivalent of a blank canvas or a blank piece of paper.

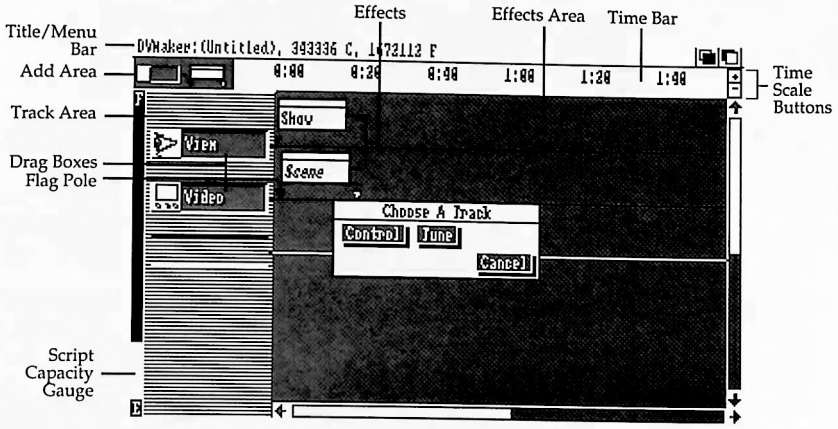


Figure 2.2 *Video Script Window*

As usual, the top of the screen contains a Title Bar, which becomes a Menu Bar if you hold down the right mouse button. The Title Bar also displays the amount of available Chip (C) and Fast (F) memory.

The Add Area below the Menu Bar in the top left corner of the window contains two blank icons called Track and Effect. As their names suggest, you'll use these icons to add tracks and effects to your video. We'll show you how to do that a little later in this section.

The Time Bar keeps track of the time used by each effect in your video. The default scale is in minutes and seconds. You can adjust this scale by clicking on the + or - icons at the far right of the Time Bar.

Below the Time Bar is the main Video Script window. The Video Script always consists of at least two standard tracks, View and Video. Each track operates independently from the others and, as we mentioned above, controls an element of the video. Notice that the View track has a Show Effect, and the Video track has a Scene Effect.

The Script Capacity gauge on the left side of the Video Script window monitors the relative usage of the memory buffer allocated for the script.

You can change the size of your buffer by choosing **Memory>Buffer Sizes** from the Options menu.

The scroll bars on the right side and bottom of the window let you scroll through the script window. You can scroll up or down the window by moving the mouse pointer to the appropriate arrow and holding down the left button. You can also drag the scroll bar up or down, or click in the gray area to move up or down one screen. Use the same technique to scroll left and right.

MOVING AND ADDING TRACKS

You can move your tracks around in the Video Script window by dragging the track by it's drag box (where the track name appears). Let's see how this works:

- Point to the drag box of the Video track, hold down the left mouse button, and drag downward.

When you release the mouse button, the track stays where you dragged it.

- Drag the Video track back up to its original position.

As we mentioned above, you can add tracks to your video by dragging an empty track icon down from the upper left corner of the window. Try it now.

- Point to the small track icon in the upper left corner of the window, hold down the left mouse button, drag the track down to below the Video track and release the mouse button.

When you add a new track, the Choose A Track requester automatically appears to ask what type of track you want to add. Notice that View and Video are not options in the requester. You can have only one View and one Video track per video, so those options are not included; the requester lets you choose only what you can add to your current video.

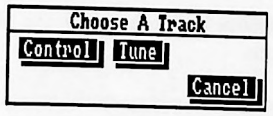


Figure 2.3 *Choose A Track requester*

▶ Click Control in the Choose A Track requester.

Your new track is now designated as a Control track. You'll learn more about Control tracks in the next chapter. For now, just remember that you can add tracks by dragging them from the Add Area.

TRACK REQUESTERS

Some tracks have requesters associated with them. You use these requesters to set options that apply globally to that track. The View and Video tracks are good examples of this.

▶ Point to the drag box of the View track and double-click.

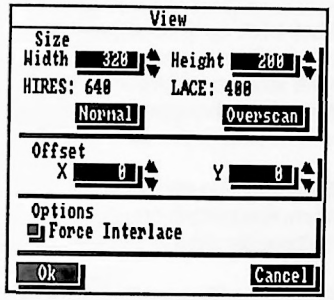


Figure 2.4 *The View requester*

In a moment you see the View requester. You use this requester to set your view size and offset. For example, if you wanted your videos displayed in Overscan, you could click the Overscan button to set that view size. (You'll find more information about this requester in the Reference section of this manual if you need to know more immediately.

We strongly recommend that you use only the Normal or Overscan settings unless you have read and understand the Reference.)

▶ Right now, just click Cancel to exit the requester.

Before we move on, let's take a quick look at the Video requester.

▶ Point to the Drag box of the Video track and double-click.

You use the Video requester to change the timing method, set display defaults, and set Control options. The Time Units section of this requester lets you select the units you want your Time Bar to use. You'll find more information about this requester in the Reference section.

▶ Now, click Cancel in the requester to return to the Video Script without making any changes.

ADDING EFFECTS AND SCENES

Adding effects and scenes works just like adding tracks. You simply drag an empty effect down to a track.

▶ Drag an empty effect down to the Control track, but don't release the mouse button yet. (As you drag, you see only the outline of the effect box.)

Notice the Time window that appears in the upper left corner when you add a new effect. This window shows you the start (S), end (E), and duration (D) times for your effect as you drag the effect box left or right. You'll find this window very helpful when you want to place an effect at a specific time.



Figure 2.5 *The Time Window*

Notice also that your effect box has a line hanging down from the left side. This "flag pole" will become an arrow once you place the effect on the track.

▶ With the "flag pole" on your effect box touching the line of the Control track, release the mouse button.

A Choose An Effect requester appears to ask you what type of effect you want.

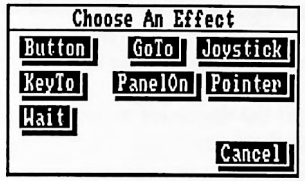


Figure 2.6 *Choose An Effect requester*

This requester works just like the one that appeared when you added a track; it shows only effects that are available for the track you place the effect on. The options you see in the requester right now are all "control" effects.

▶ Click PanelOn in the requester to select that effect.

You now have a PanelOn effect on your Control track. This effect causes the Control Panel (which you saw in *Getting Started*) to appear on your screen as the video plays. This isn't important at the moment; the important point is that you now know how to add effects. There are a few more things we'd like to show you using this effect.

ADJUSTING START, END, AND DURATION TIMES

Notice the two arrows of your PanelOn effect. The arrow on the left is the Start arrow; the one on the right is the End arrow. Together they determine how long your effect takes; this is called the effect's duration.

▶ Point to the Start arrow and hold down the left mouse button.

The Time window reappears to show the the start (S), end (E), and duration (D) times for your effect. You also see a vertical line that indicates current position of the Start arrow.

▶ Drag the vertical line to the left or right and watch how the start and end times change in the small window. Release the mouse button to set a new start time.

When you drag the Start arrow, the End time changes with it so the duration of your effect doesn't change. You won't see the End arrow move until you release the mouse button, but the Time window shows you that the end time is changing.

▶ Drag the End arrow to the right and watch how the end and duration times change. Release the mouse button to set a new end time.

When you drag the End arrow, the Start arrow stays in place, so you can change the duration of your effect without changing its start time.

MOVING SCENES AND EFFECTS

You can move your effect or scene along the time line by dragging it with the drag bar along the top of the effect or scene box. Try it now.

▶ Point to the bar along the top of your PanelOn effect box, hold down the mouse button, and drag to the right.

The entire box moves with your mouse without changing the duration of your effect. This is handy if you want to reposition the box along with the arrows. If you want to leave the arrows where they are but reposition the box, you drag the box by the area below the drag bar.

▶ Point to the area of the effect box below the bar (called the name box) and drag.

You can even place your box below the track's time line. This is useful if you have a lot of effects happening in a small space and you need to align them precisely.

Now we'll show you a special trick that you'll want to remember for a rainy day. You can move all of the scenes or effects on a track at the same time. To see this you'll need another effect.

- Drag a new effect down to the Control track and click PanelOn in the requester to create a second PanelOn effect.

Now you have two effects on the Control track. To move them together, do this:

- Hold down the Left Amiga key (Commodore key [C=] on some keyboards) and drag the Start arrow that is farthest left on the Control track.

As you are dragging, you see only the vertical bar move to indicate the position of the first arrow, but when you release the mouse button, all of the effects to the right of the Start arrow you are dragging shift to match the movement of the first effect.

The Left Amiga key lets you drag several effects on a track. You can also drag several effects on different tracks. To do this, you use the Right Amiga key. At the moment you have a scene on the Video track and two effects on the Control track. You can drag all three of these together by holding down the Right Amiga key and dragging the Start arrow that is farthest left. (You can't move the Show effect on the View script.)

- Hold down the Right Amiga key and drag the Start arrow that is farthest left on the screen (except the Show effect Start arrow).

CUTTING AND PASTING EFFECTS AND SCENES

Earlier we created a second PanelOn effect by dragging a new effect down to the Control track. There's another way to duplicate an existing effect. The Edit menu contains options for erasing, cutting, copying, and pasting effects and tracks. Let's cut and paste *both* of our PanelOn effects now.

- Drag both of your PanelOn effects to the left side of the window. Click the first effect to select it (it becomes highlighted when selected), then hold down the Shift key and click the second effect to select it also.

- Choose **Copy** from the Edit menu.
- Choose **Paste** from the Edit menu.

Now your pointer has the outline of an effect attached to it to indicate that you have an effect to place on your track.

- Move the effect outline down to the Control track as though you were adding a new effect and click the left mouse button.

Copies of *both* effects appear on the Control track.

You can copy and paste scenes and tracks the same way, and once you see how complex a scene can become, you'll be glad to have this time-saving shortcut. It's often easier to duplicate an existing scene and modify it than it is to create a scene from scratch. More importantly, *you can copy and paste scenes, effects, and tracks between videos!* Here's what you do: select the elements you want to copy, choose Copy from the Edit menu, open the video you want to paste to, or open a new one, and choose **Paste** from the Edit menu. Don't try this yet, but remember that you can. We'll have you use this powerful feature later in the Tutorials in Chapter 3.

WORKING IN SCENES

In the previous sections we've been working in the highest level of the video hierarchy—the Video Script. The next level down in the hierarchy is the Scene Script, which looks and acts a lot like the Video script. When you added a new effect to your Control track, DVMaker displayed a requester to ask what type of effect you wanted on the track. Since the only effect you can place on the Video track is a Scene, there's no need for a requester to ask which effect you wanted to add. Instead, you are placed inside the Scene Script to begin working on your scene. Let's add a scene to see how that works.

- Drag a new effect down to the Video track.

In a moment you're inside the Scene Script.

THE SCENE SCRIPT

Figure 2.7 shows the Scene Script with the parts labeled. The Scene Script is just like the Video Script with the addition of a Close Scene box in the upper left corner. When you want to get back to the Video Script, you click the Close Scene button.

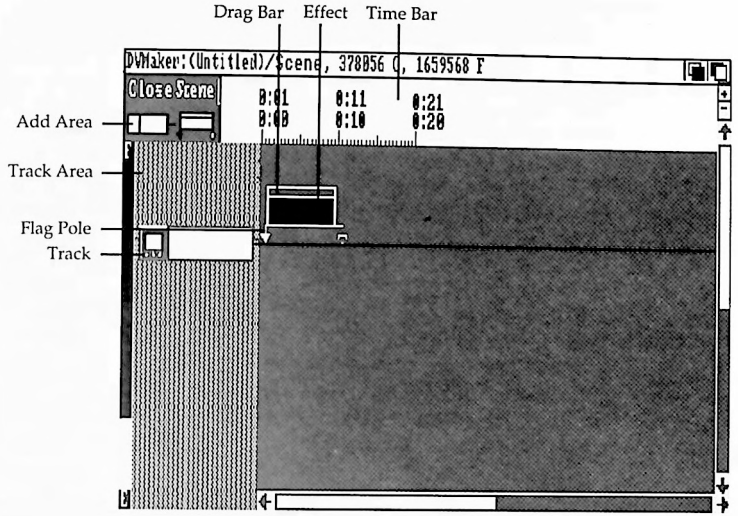


Figure 2.7 *The Scene Script*

There are many more track types available in a Scene Script. They're created and manipulated in the same way as tracks in the Video Script, but we'll add a track and a couple effects to give you some idea of how easy DVMaker is to work with, and to get you deeper into the program's hierarchy.

LOADING A PART

DVMaker lets you create videos that include several types of data (Anims, AnimBrushes, Brushes, Instruments, Pictures, Sounds, and Tunes). You load these different types of data into DVMaker in pretty much the same way, so throughout this manual (especially in the *Reference*), you'll find us referring to "Parts" rather than specifically to pictures or brushes. Right now we'll add a picture to the video.

▶ Drag down a new track.

When the Choose A Track requester appears, take a moment to look at the different options available in the Scene Script.

▶ Click Picture in the requester.

After a moment, the Parts (Picture) requester appears.

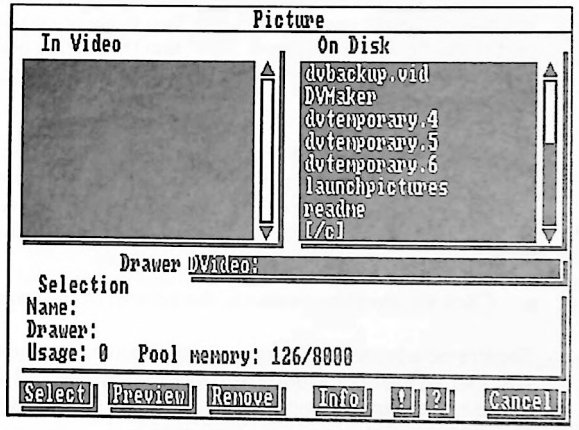


Figure 2.8 *Parts (Picture) requester*

The Picture requester is just one version of the standard requesters for loading parts into DVMaker. We'll refer to them all as the Parts requester, because they all work the same way to load parts.

If you're using floppy disk drives, the right hand side of the requester, the On Disk list, should show your *DVMaker* disk and your DVExamples1 disk as [DVMaker:] and [Examples1:].

▶ To see the contents of DVExamples1, click on it in the On Disk list.

Now you see a list of drawers on DVExamples1 followed by the DVExamples1 disk itself and *DVMaker* disk entries.

★ Notice that drawer names appear on your Amiga screen in orange print and files are displayed in white print.

▶ Click on Pictures in the On Disk window to display the contents of the Pictures drawer. (If you can't see the drawer name in the list, use the scroll bar or scroll arrows on the right to scroll down to it.)

▶ Find the picture DV3Logo.Pic and click on it.

A moment after you click on DV3Logo.Pic, that picture is listed on the left side of the requester under In Video to show you that the picture is part of the video. This doesn't mean that the picture is *used* in the video; it just means that DVMaker knows the part's type, size, and location so that you *can* use it.

In the Selection area of the requester, you'll see entries for Name, Drawer, Usage, and Pool memory. Name is the name of the selected part. Drawer lists the location of the part. Usage shows how many times the part is used in the video. Pool Memory shows how much memory for Parts has been used out of the total available.

▶ Click the Preview button at the bottom of the requester.

The Preview button shows you the picture or brush you've selected. (If you had an anim or animbrush selected, you would see only the first frame of the anim or animbrush, but you can step through them with the **1** and **2** keys at the top of the keyboard.)

▶ Move the pointer to the top of the screen. Press and hold down the right mouse button to expose the DeluxeVideo III menus. Choose **Close** from the Preview menu to return to the Parts requester.

▶ Click Select in the requester to select DV3Logo.Pic as your picture for this track.

When you return to the Scene Script, the name DV3Logo.Pic appears in the drag box of your picture track to show that this is the picture it is using. Before we move on, let's go back to the Parts requester.

▶ Double-click on the drag box of your DV3Logo.Pic track.

Double-clicking on the drag box of a picture track (or any other Part track) displays the Parts requester with the part for that track selected. If you look at the Usage entry in the requester, you'll see that DV3Logo.Pic is now used once, because it is the picture for your track. If you wanted, you could load another picture and select it to be the picture for your track instead. The ability to change the parts used by the video makes it possible to create video "templates." You'll see an example of what we mean by a video template if you look at the Credits example in *Chapter Five: Video Effects*.

▶ Click Cancel in the requester to return to the Scene Script.

(If you'd like to learn more about the Parts requester, take a look at the description of it in the Reference section. This is information worth knowing, but we don't want to force it on you here if you're interested in moving forward to create videos.)

WIPING IN THE PICTURE

Now that you have a picture in your video, it makes sense that you might want to see it. There are many effects available for use with a picture. We'll add one now, and have a chance to see the list of others in the process.

▶ Drag a new effect down to the DV3Logo.Pic track and place it near the beginning of the scene.

The Choose An Effect requester appears. Take a moment to look at the Choose An Effect requester. You'll notice that there are many more effects for Picture tracks than there were for Control tracks.

▶ Click WipeIn in the requester.

In a flash, you're presented with the Wipe Effect requester. As you saw, there were many different effects to choose from in the Choose An Effect requester. It also happens that there are many different types of wipe effects. Use this requester to choose your wipe effect.

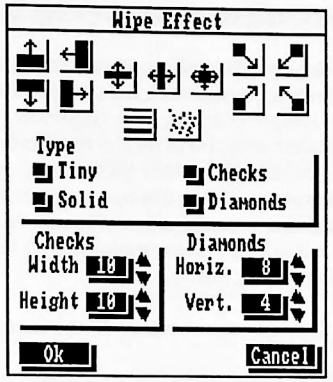


Figure 2.9 *Wipe Effect requester*

- Click the button in the upper left corner of the requester. (It becomes highlighted to show that it is selected.) In the Type section of the requester, click Checks. Click OK.

When the requester closes, you're back at the Scene Script and your Wipe effect appears with its standard duration of one second. Rather than make you wait any longer, let's play what you have.

PLAYING A SCENE

When you are working in DVMaker you have the option of playing the entire video or playing only a selected scene. Since you are inside a Scene and want to do more work on it, it is more convenient to play only the scene right now.

▶ Choose **Play Scene** from the Project menu.

You'll see your picture wiped into a blank screen. Since the Wipe In effect is the only effect in your scene and the scene runs much longer than the effect, you probably don't want to wait to the end of the scene.

▶ To stop the play early, press the **Esc** key on the keyboard.

When the **Play Scene** command is finished or stopped, you return to the Scene Script. DVMaker assumes that you want to be inside the scene that you played, so it puts you there automatically. If you had chosen **Play Video** from the Project menu, DVMaker would play the entire video from the beginning and leave you in the Video Script at the end. From the Video Script you can play a single scene by clicking on the scene to select it and then choosing **Play Scene**.

EFFECT REQUESTERS

If you look back to Figure 2.1 of the DVMaker hierarchy, you'll see that some effects have requesters, like the Wipe Effect requester. These requesters appear immediately after you choose the effect (just as the Wipe Effect requester appeared after you chose the WipeIn effect above). You can change the settings in these requesters whenever you like by double-clicking on the effect.

▶ Double-click on the WipeIn effect.

Once again, you see the Wipe Effect requester. If you like, change the settings and play the scene again to see what the new settings look like.

▶ When you are ready to move on, click OK in the Wipe effect requester to get back to the Scene Script.

NAMING A SCENE

As you build videos with many scenes, you'll want your scenes to have a more descriptive name than just "Scene." So we'll tell you now how to name your scenes.

▶ Choose **Change** from the Scene menu.

The Scene requester appears. This requester lets you name your scene and change the display options for the duration of the scene. (You'll find more information about display options in *Reference*.) The name of your scene can be up to 24 characters long, but the name box can display only 8, so it helps to get to the point quickly.

▶ Click in the Name edit field and enter a new name for your scene. A name that describes the visual effect, such as WipeDV3, is helpful when you later edit the video. Click Ok. This name will appear in place of *Scene* the next time you display the effect on the Video track.

OTHER THINGS TO KNOW

There are a few more things you should know about working with DVMaker before you move on. We couldn't find a slick way to work them into the tour, so we've listed them here, where you'll find them before you need them.

EXPERT MODE

During the course of this guided tour, you've been using the program in its normal mode. This is the mode you want to be in while you learn to use DVMaker. Expert mode increases the number of tracks and effects available to you, but using these tracks and effects properly also requires a deeper understanding of the program. Right now let's take a look at the difference between the two Choose An Effect requesters displayed for a Picture track depending on the mode you are in. First let's look at the requester in normal mode again.

▶ Drag a new effect down to the DV3Logo.Pic track and take a moment to look at the Choose An Effect requester. Click Cancel when you've seen enough.

Now we'll turn on Expert mode.

▶ Choose **Expert** from the Options menu.

▶ Now drag a new effect down the the DV3Logo.Pic track and take a moment to look at the Choose An Effect requester.

Expert mode added 10 effects to this requester. Now you have effects like Pattern and Release, which add more flexibility in designing a video. You'll learn more about these Expert effects in later chapters. If you continued to use the program in Expert mode, you'd see similar changes to other requesters, but there is also a good chance that you would create combinations of tracks and effects that don't work. (Expert

mode gives you more flexibility, but to do so it protects you from yourself much less than Normal mode does.) For now, let's turn off Expert mode.

▶ Select Cancel from the requester and then choose **Expert** from the Options menu again. (This turns off Expert mode and removes the check from beside the option.)

EXECUTION ORDER

The order of events (that is, tracks and effects) in a Video or Scene Script is important, because you'll usually want the elements of your video to play in a precise sequence. Sometimes you'll want events to play almost simultaneously, so it's important to know how to align the effects to play together but still in the same order. DeluxeVideo III follows these rules when it plays a video:

- The effect with the earliest start time starts first.
- If start times are the same, the effect on the highest track starts first.
- If effects are on the same track, the leftmost effect starts first.
- If the effects boxes are in the same horizontal position on the same track, the effect with the highest vertical position on the screen starts first.
- If all of the above factors are the same, the effect added first is executed first.

NOTES

NOTES

This chapter is a series of tutorials that introduce you to some of what you can do with DeluxeVideo III. We recommend that you work through Tutorials One and Two in the order that they are presented here; the material gradually increases in complexity as you move from one section to the next.

★ The instructions in this chapter assume that you've already worked through the *Guided Tour* and are familiar with the basics of the program.

TUTORIAL ONE: CREATING A SIMPLE VIDEO

★ We prepared this tutorial for users who *don't* have a hard drive. If you're using a hard drive, you'll have to make some simple substitutions in our instructions to take your directory and drawer configuration into account.

In this tutorial you'll create a short video of the Shuttle.Brush launching from its launchpad, complete with flames and smoke. Some of the important concepts covered in this tutorial include:

Attaching a brush
Positioning a brush
Moving a brush using MoveTo
Adding Sounds
Copying Tracks
Adding Tunes
Using Anim brushes
Creating titles
Looping a video

TIP

If you're an experienced DeluxeVideo user and are impatient about explanations of what you're doing in the tutorial, feel free to read only the action steps, which are clearly marked with a ▶. You'll miss some information, but we'd rather you worked through the tutorial this way than skip it altogether.

TO BEGIN

- If you are working on a two floppy system, boot your computer with your *copy* of *DVMaker* disk in drive df0: and you *copy* of the DVExamples1 disk in drive df1:. (It's very important that you use working copies of your disks for this exercise, since the disks must not be write protected.)
- Start DVMaker.

At this point you should be looking at the Video Script of a new Untitled video.

- Double-click on the Scene box to enter the Scene Script.

ADD A PICTURE TRACK

- Pull down a new track, and click Picture in the requester.
- In the Parts (Picture) requester, open the DVExamples1 disk by clicking on [DVExamples1:] in the On Disk window. Click on the Pictures drawer, and then click on the filename Launchpad.Pic. (The file Launchpad.Pic appears in the In Video list on the left side of the requester.)
- Click Preview at the bottom of the requester to see a preview of the picture you have selected.

You'll see a launch pad complete with its tower.

- Choose **Close** from the Preview menu to return to the Picture requester.
- Click Select in the Picture requester.

When the requester closes, you're back at the Scene Script and your picture track has the name *Launchpad.Pic* in it to indicate that it's the picture the track is controlling.

ADDING AN EFFECT

- Drag a new effect down to the Launchpad.Pic track. The Choose An Effect requester appears.
- Click Show in the requester.
- When you return to the Scene Script, adjust the Start arrow of the Show effect so that it begins at 0.05 seconds.

PLAYING THE SCENE

- Choose **Play Scene** from the Project menu to see what you've done so far.

The Launchpad.Pic picture appears on your screen for about twenty seconds and then the Scene Script reappears.

ADDING A BRUSH TRACK

- Drag another track down from the Add area, and place it below the Launchpad.Pic track. From the Choose A Track requester, click Brush.
- When the Parts (Brush) requester appears, click [/(Parent Dir)] in the On Disk list to move up a directory, then click [/Brushes] to display the objects directory. Click on the file name Shuttle.Brush. Shuttle.Brush will appear in the In Video section of the requester. Click Select.

Now you have the Shuttle.Brush brush in your Scene Script. Notice that an arrow connects the brush to the picture. This means that the brush is "attached" to the picture.

The arrow runs from the Attach box of the Shuttle.Brush track to the Attach box of the Launchpad.Pic track. Brushes and AnimBrushes *must* be attached (either directly or indirectly) to a Picture, Anim, Background, or Backdrop track to appear in the video. This is because the

brush does not have its own Viewport. (Don't worry if you don't understand what a Viewport is. We'll explain Viewports in detail in Appendix A. We'll explain more about *attaching* later in the tutorial.)

POSITIONING THE BRUSH

To make your brush appear on the screen, you must use an effect that makes it visible. We'll use a Position effect.

- Drag a new effect down to the Shuttle.Brush track. In the Choose An Effect requester, click Position. The What and Where requester appears.

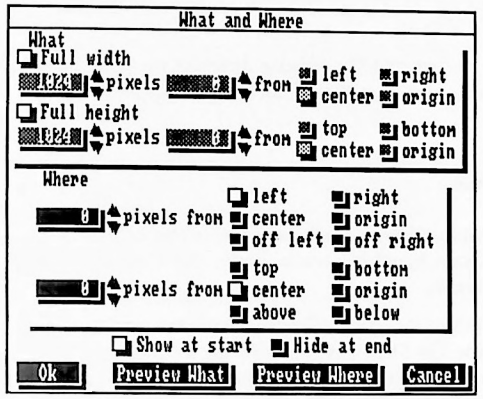


Figure 3.1 *What and Where requester*

You use the What and Where requester to indicate *what* part of your object (in this case a brush) you want to display and *where* you want to display it. There is one important thing you should remember: because you are working with a brush at the moment, you will position the brush *relative to the picture to which it is attached*. If the position of the picture on the screen changes, the position of the brush will change with it.

- At the bottom of the requester, click the Preview Where button.

In a moment you see the launchpad picture with the shuttle positioned over it in the center of the screen. The shuttle has a frame around it to indicate what will be shown in the video. Since the Preview screen shows you the picture to which the brush is attached, the frame also helps to tell you which object you are dealing with at the moment. You can drag the shuttle brush around the screen to position it where you want it.

- Drag the shuttle to position it on the launch pad. (As you drag the brush, you see only the frame, but when you release the mouse button you'll see the entire brush again.)
- Once you have the shuttle positioned where you want it, choose **Close** from the Preview menu. In the What and Where requester, make sure that the *Show at start* button near the button of the requester is highlighted.

It is important that the *Show at start* button is on. If the Show at start button were not on, the brush would be positioned, but it wouldn't be visible when you played the video. The Show at start button saves you the trouble of adding a Show effect.

- Click OK in the requester. Once again you are at the Scene Window. Adjust the arrow for the Position effect so that it is at 0.05 seconds.

Let's see what we have so far.

- Choose **Play Scene** from the Project menu. You'll see the launch pad with the Shuttle.Brush where you placed it. When the scene reaches the end, you are back at the Scene Script.

MOVING THE SHUTTLE (BY HAND)

Now that you have the launch pad and the shuttle in place, the next step is to launch the shuttle.

- Drag a new effects box down to the Shuttle.Brush track. In the Choose An Effect requester, click MoveTo. Once again the What and Where requester appears.

You need to make the shuttle launch straight up and leave the screen. There are two ways to do this. You can position the ending point of the

move by hand, or you can select an option that moves the shuttle off screen to the top. We'll show you how to do it both ways, because they are both fundamental to using DeluxeVideo.

- Click Preview Where at the bottom of the requester.

As with the Position effect, you see the launch pad with the shuttle brush at the middle of the screen (that is, *not* where you moved it when you placed the Position effect above). On this screen you want to place the shuttle at the ending point for the move. But how do you move it all the way off the screen? Here's an important trick:

- Press h on the keyboard.

The scale of your picture is reduced and there is a large area around it on the screen as shown in Figure 3.2 below.

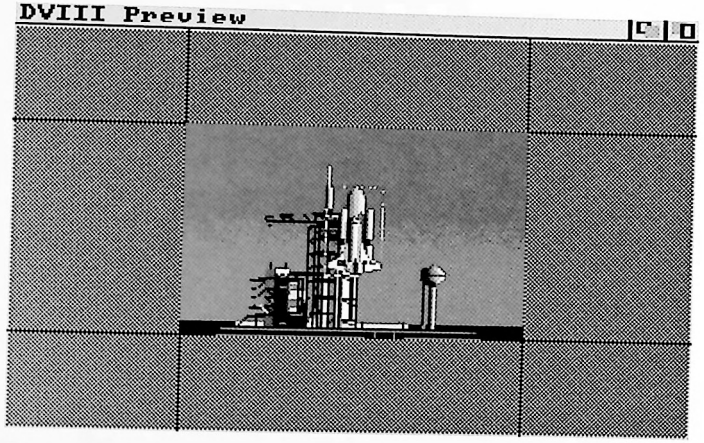


Figure 3.2 *The Preview Where screen zoomed out using the h key*

The area around the picture is what you cannot see on the screen. Now you can drag the shuttle to a position directly above the launch pad and off the screen.

- Drag the shuttle brush to the position above the launch pad and off the *screen* as in Figure 3.3

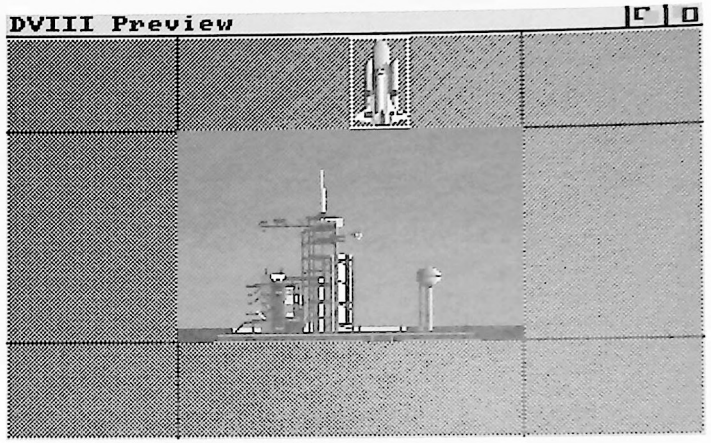


Figure 3.3 *Shuttle.Brush brush in position*

- Choose **Close** from the Preview menu. Click OK in the What and Where requester.
- Drag the End arrow of the MoveTo effect until the duration shows 3.35 seconds. Then drag the MoveTo effect box (by clicking on the drag bar at the top of the box) over so that the start arrow is at 4.50 seconds.

After this last step, your Scene Script should look something like Figure 3.4 below. Don't worry if the arrangement of boxes isn't exactly the same; it's the position of the arrows that matters.

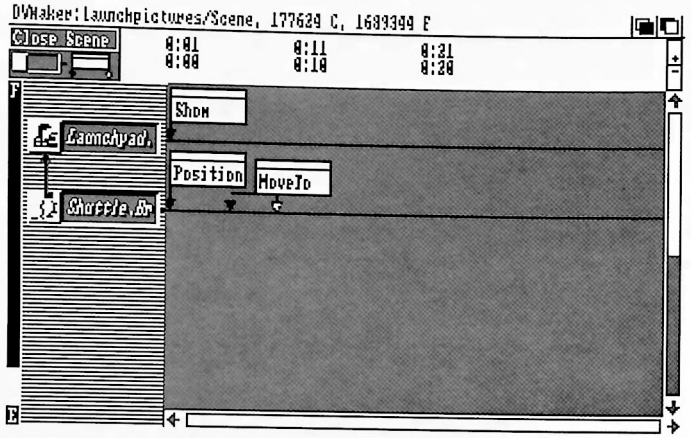


Figure 3.4 *What the screen should look like now*

Once again, let's look at what you have.

- Choose **Play Scene** from the Project menu.

If you're like most of us, your shuttle drifts slightly left or right as it rises, because the positioning of the MoveTo location wasn't exactly above the position on the launch pad. Most of the time you will want to position your brushes by hand, so we wanted to be sure you saw how that was done. However, this is one case where it's easier and more accurate to use a setting in the What and Where requester to move the brush. We'll try it that way now.

MOVING THE SHUTTLE (BY SETTING)

- Double-click on the Position effect to display the What and Where requester for that effect.

In the Where area in the requester, notice the number in the upper "pixels from" box. This upper part of the Where box controls horizontal movement as indicated by options like "off left." (The lower "pixels from" box controls vertical movement.) *To keep your shuttle moving in a straight line upward (not drifting right or left), the horizontal Where setting in the MoveTo effect must use the same numbers as this Position effect.*

- Remember the setting for the upper Where area in the requester. Click Cancel in the requester. Double-click on the MoveTo effect, enter the same numbers for the "pixels from" amount, press Return, and then select the "origin" box.

The previous step sets the ending position of your brush in the MoveTo effect in *exactly* the same horizontal line as the Position effect. The advantage of using the settings is that they are precise, though admittedly a bit more difficult to work with. Also, there are several built-in settings that make simple movements easy. In our case, we want the brush to move to a position above the picture so that it is off the screen. To do this, you can select the "above" button rather than setting specific numbers for the location.

- Click the "above" box in the Where area of the requester. Click OK to use the new settings.
- Choose **Play Scene** from the Project menu and watch how the shuttle moves in a perfectly straight line upward.

ADDING SOUND

To add a sound effect to your video, you add a new track for the sound and a new effect to play the sound.

- Drag down a new track and place it under the *Shuttle.Brush* track. In the Choose A Track requester, click Sound.

In a moment, a Parts (Sound) requester appears from which you choose the sound file you want to play.

- Open the Sound drawer on the DVExamples1 disk and select the file named Zoom.Sound so it appears in the In Video portion of the requester. Click Select.

Your new track is now called Zoom.Sound and has a sine wave on the left side to indicate that it's a Sound track.

- Drag a new effect down to the *Zoom.Sound* track. In the Choose An Effect requester, click Play. In a moment the Play Sound requester appears.

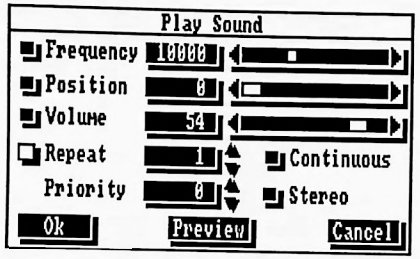


Figure 3.5 *The Play Sound requester*

The Play Sound requester lets you choose how to play the selected sound. For example, you can change the frequency of the sound to make it play at a different pitch or change the volume to make it play softly. In this example we'll use the settings as they are.

- Click Preview to hear the sound. Now click the Continuous button so that the zoom sound plays continuously over the duration of the Play effect. Click OK.

The next task is to position the Play effect so that it plays at the most appropriate time.

- Adjust the Start arrow of the effect so that it shows 04.25 seconds, and adjust the End arrow so that the duration of the Play effect is 04.50 seconds.
- Choose **Play Scene** from the Project menu.

Now you see your shuttle launch and you hear the zoom sound begin just before lift off and end just after the shuttle leaves the screen.

A SOUND TRICK (COPYING TRACKS)

You might have noticed a fluctuation in the sound as you played your video. This is because the *Zoom.Sound* was played several times over the course of the effect, and the sound's middle range is louder than its beginning or end. To overcome this, you can Copy the entire sound track and paste it beneath the original sound track.

- Click on the Zoom.Sound track box to select the track. Choose **Copy** from the Edit menu. Now choose **Paste** from the Edit menu.

An outline of the Zoom.Sound track appears, attached to the pointer.

- Move the pointer below the original Zoom.Sound track and click the left mouse button to Paste the copy there. Now move the entire effects box (by dragging it with its Drag Bar) to the right about one second (for a start time of 5.00).

This should result in a reduction of the perceived "beat" in the original sound effect.

- Play the scene again to hear the difference.

ADDING A TUNE

Above, you added a Sound track to your scene to play a sound effect. You can also add a tune to your video. We'll do that now to add a little drama to the video.

- Close the scene by clicking on the Close Scene box.
- In the Video Script, pull down a new track and place it below the Video track. In the Chose A Track requester click Tune. The Parts requester appears for you to select the tune you want to play.

Notice that your options for a track in the Video Script did not include Sound, and that the requester that appears is named Tune. Tune tracks are only available in the Video Script and you cannot use sound data as

a tune or tune data as a sound, so it's important to keep these two types of data separate on your disks. You'll find more information about these data types in *Chapter Six: Reference.*

- In the Parts requester, find the tune named Zarathustra.Tune in the Tunes drawer of your DVExamples1 disk and click on it.

A Load These Instruments? requester appears whenever you load a tune that requires instruments which have not yet been loaded in your video.

- To load the instruments needed by your tune, click YES. When the instruments have loaded, Zarathustra.Tune appears in the In Video area of the requester. Click Select.

Now you have a track named Zarathustra. Notice that the icon on the left side of the track shows musical notes to indicate that this is a music track. To play the tune, you'll need a Play effect just as you did with the Sound track in your Scene.

- Pull a new effect down to the Zarathustra track. In the requester, click Play.

A Play Tune requester appears. This requester lets you set various parameters for your music. For example, you can set a specific tempo and volume as we will in the next step.

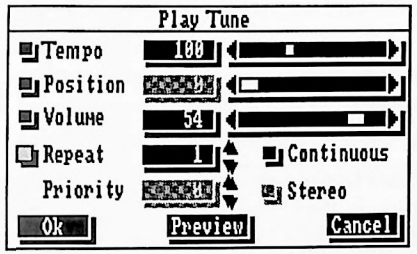


Figure 3.6 *The Play Tune requester*

- In the Play Tune requester, click the box beside Tempo and then adjust the scroll bar to 126. Click the box beside Volume and adjust the scroll bar to 38. Click Ok.

- Adjust the Start time of your Play effect to .05 seconds. (You'll have to click the - (minus) icon to the right of the Time Bar to do this.)
- Okay, let's play it. Choose **Play Video** from the Project menu.

Now your video plays complete with sound and music. At the moment the music runs a little long, but we'll be adding more to the video in a moment. Also, the shuttle doesn't launch at the most appropriate time. Let's face it, the video isn't perfect, but let's go ahead and save it anyway. You should get into the habit of saving your work often. That way you can experiment without losing anything you already like.

SAVING YOUR VIDEO

- Choose **Save As** from the Project menu. The Files requester appears.
- In the Requester, click on DVExamples1. Click in the File edit field and type `ShuttleLaunch` as the name for your video. Click Save.
- ★ If you're working on a floppy based system, you should always save your video and its Parts on the same disk. Once you've created the video, you can move it and its Parts to a separate work disk with DVMover. You'll find information on how to do this in the DVMover section of *Chapter 6: Reference.*

ATTACHING AN ANIMBRUSH

Now that your video is safely saved, let's jazz it up a bit with some animbrushes.

- Insert your copy of the DVExamples1 disk if it's not in the drive.
- Double-click the scene effect to return to the Scene Script.
- Drag the Sound (Zoom.Sound) tracks down to make room for a new track below the Shuttle.Brush track.
- Drag a new track down. Click AnimBrush in the Choose A Track requester. Click the file Flames.AnBr in the AnimBrushes drawer of your DVExamples1 disk and click Select.

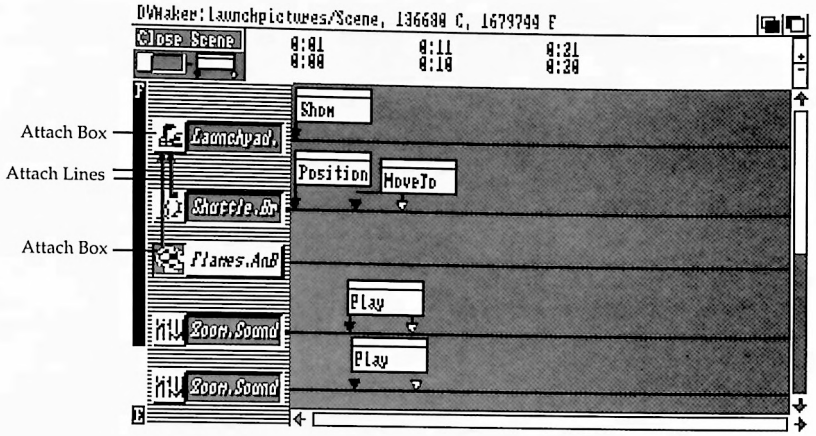


Figure 3.7 *The Scene Script so far*

ATTACHING TRACKS

Notice that the brush is automatically attached to the picture (Launchpad.Pic). (It is automatically attached to the picture, because that is the only Viewport track above it.) This isn't what we want, so we'll detach the Flames.AnBr brush from the picture and attach it to the Shuttle.Brush instead.

- Point to the Attach box to the left of the track name on the Flames.AnBr track, hold down the left mouse button and drag the "Attach to" pointer to the right, into the Scene Script. Release the mouse button.

Now your Flames.AnBr track is not attached to any other track. For it to appear on the screen, it must be attached to a "Viewport" track, such as a picture, anim, or backdrop. Or in the case of our AnimBrush, it can be attached to another brush that is attached to a Viewport track.

- Point to the Attach box on the Flames.AnBr track again, hold down the left mouse button, drag the pointer to the Attach box on the Shuttle.Brush track and release the mouse button.

Now your Flames.AnBr brush is attached to the Shuttle.Brush track. The first thing you need to do is Position the brush so that it will appear on the screen and in the correct place.

- Drag a new effect down to 1.00 on the Flames.AnBr track and choose Position in the requester.
- In the What and Where requester click Preview Where and position the small outline of Flames.AnBr just below the base of the shuttle.

Notice that we're positioning the Flames.AnBr in relation to the Shuttle.Brush and not in relation to the picture. Remember, the position of an object is always relative to the track it is attached to.

- Choose **Close** to return to the requester. Click the Show at start button to turn it off (it should *not* be highlighted) and click OK in the What and Where requester.

In this case we turned *Show at start* off so that the flames would not appear until we animated them. But we needed the Position effect to indicate where the flames should appear.

- Drag a new effect down to the Flame track and click PlayAnim. In the PlayAnim requester, click Forward and Continuous then click OK.
- Align the Start arrow of your PlayAnim effect to match the Start time of your earliest Play effect on the Zoom.Sound tracks. (You may have to drag the End arrow a little to the right first.) Align the End arrow to match the End arrow on the MoveTo effect of your Shuttle.Brush track.

Now your Flames.AnBr will show up on the screen and animate when the shuttle launches, but there are still a couple of problems here. Unless you add a Hide effect at the end of the PlayAnim, your Flames.AnBr will stay at the top of the screen after the shuttle has left. If you don't believe us, play the video to see. Let's fix this little problem right now.

- Drag a new effect down to the track and choose Hide in the requester. Move the Start arrow of the Hide effect so that it takes place just .05 seconds after the end of the PlayAnim effect.

When you are finished with this part of the tutorial, your screen should look something like Figure 3.8 below. When you look at the figure, you might wonder how we managed to display all of the information on the screen at one time. There are two secrets here: first, it helps to place your effect boxes where they don't get in each other's way; second, if you choose **Screen>Interlace** from the Options menu, your screen is displayed in Interlace mode, so you can get a lot more tracks up at one time.

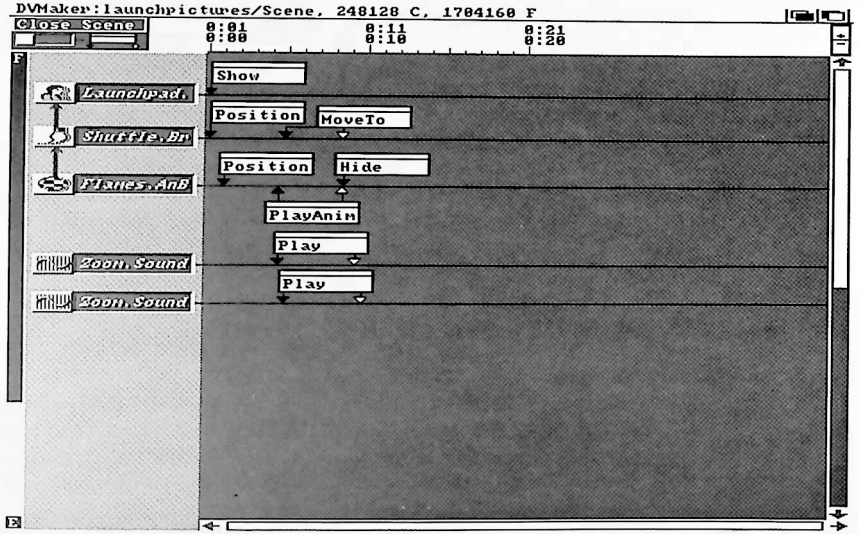


Figure 3.8 *The Scene Script after adding and reattaching the Flames.AnBr brush*

- Okay, play your scene again to see the shuttle launch with flames.

You'll notice that if you play a scene, the tune doesn't play because it isn't part of the scene.

ADDING A SMOKE BRUSH (WITH A SHORTCUT)

Now that you have flames, adding smoke is a cinch. We'll just add a track for a Smoke animbrush, attach it to the shuttle, and copy all of the effects from the flames track.

- Drag a new track down to below the Flames track and click AnimBrush in the requester. Click the file Smoke.AnBr in the AnimBrushes drawer of your DVExamples1 disk and click Select.
- Attach the Smoke.AnBr track to the Shuttle track by dragging from the Smoke attach box to the Shuttle attach box.

To copy and paste all of the effects from the Flames track to the Smoke track:

- Hold down the Shift key and click on each of the effects on the Flames track to select them. Choose **Copy** from the Edit menu. Choose **Paste** from the Edit menu. Move the effect outline down to the Smoke track at a time of 1.00 and click.

All of the effects you copied are pasted to the Smoke track in the exact order and with the precise timing of the Flames track. You might imagine how cutting and pasting scenes and effects might make your work easy, especially if you cut and paste between videos—once you create a good sequence, you need never create it again.

- Play your video now to see it with both flames and smoke.

Okay, did you catch our error? The smoke isn't coming out of the back of the shuttle, it's coming out of the middle. This is because we've attached it exactly like the Flames brush, which is smaller. The brushes are attached by their center, and the top half of the Smoke brush is shoved under the shuttle. Let's fix it.

- Double-click on the Position effect on the Smoke track. When the What and Where requester appears, click Preview Where. Drag the smoke brush down to just below the bottom of the shuttle. Choose Close. Click OK.

Now your scene should play without a hitch. (Actually, there is still a hitch in the sound, but we'll take care of that a little later.)

TAKE A BREAK?

If you'd like to take a break here, this would be a good time to save your video and play a game or toss a football around. If you'd like to continue, you should save your video anyway. Remember, save often.

TITLES

No video is complete without titles. DVMaker makes working with titles easy, and you can use all of your favorite fonts. Right now we'll add two lines of text to give you the idea.

- Insert your copy of the DVExamples1 disk if it's not in the drive.
- Drag your scene to the right by its Drag Bar so that it starts at 14.00 seconds.
- Add a new scene that begins at 1.00 seconds.
- In the Scene Script, drag down a new track. Click BackDrop. Click OK in the requester without changing any settings. Add a Show effect to your track at 0.05 seconds.

The backdrop track gives you a blank screen to work with. You can do a lot of stuff with backdrops that we aren't going to show you here. We'll just use the blank backdrop.

- Drag another new track down below the Backdrop track. Click Textline in the requester. The Text Line requester appears.

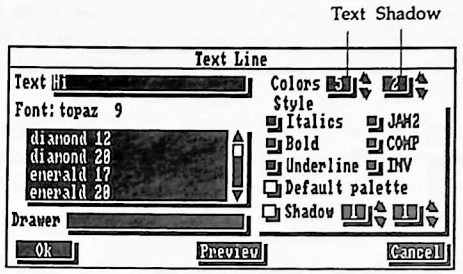


Figure 3.9 *The Text Line requester*

The Text Line requester lets you create lines of text using any of your Amiga fonts. You can control the style, color, and shadow all from this one requester.

- Click in the Text edit box and change the text to `Shuttle`. Click on the diamond 20 font. Click Preview.

When you click Preview, the lower part of your screen shows you a preview of what your text will look like. You can continue to change the text styles and other options, and the Preview screen will update to show your changes.

- Change the color numbers for the text (left box) and shadow (right box) to 13 and 9, respectively, by clicking the arrows or by clicking in the appropriate box and entering new numbers. Click the Italics, Underline, and JAM2 buttons.
- Click OK to return to the Scene Script.
- Drag down a Position effect and place it at 1.00 seconds. Click Ok in the What and Where requester without making any changes. Drag down a new effect and place it at 12.30 seconds. Click Hide in the requester.

Now that you have one textline with its Show and Hide effects in place, it's easier to copy this track and modify it than to create one from scratch.

- Select the Shuttle track and choose **Copy** from the Edit menu. Choose **Paste** from the Edit menu and paste the new track below your Shuttle track. Attach the new Shuttle track to the first Shuttle track.
- Double-click on the new track to display the Text Line requester. Change the text to `by [your name]`. Click Underline and JAM2 boxes to turn them off. Preview the results and click OK if you are satisfied.

Now we want to position the new text line below the first text line.

- Double-click on the Position effect on your "by name" track to display the What and Where requester. Click the Preview Where button. In the Preview screen, drag the "by name" line down below "Shuttle" to wherever you think looks good. Choose **Close** from the Preview menu. Click OK to accept the change.
- Choose **Play Video** from the Project menu to see your video complete with titles.

Our titles are pretty plain. Here are some ideas for jazzing them up if you want: move the Position effect on the second line so that it appears later; replace the Position effect on the Shuttle text line with a Wipe effect; if you are really ambitious, have the titles slide onto the screen with a MoveTo effect.

CREATING A LOOPING VIDEO

Often you'll want to create a looping video that you can start and leave playing. This is so easy to do that we can't help showing you how, even though you probably don't want to watch your shuttle launch endlessly. Here's how to make the video loop:

- Double-click the Video track to open the Video requester.
- In the Control area of the requester, click the Loop box. Click OK to accept the change.

Now when you play your video, it loops back to the beginning after each play. To stop the video, press the Esc key or click the right mouse button to display the Control Panel and click the Power button on the far left.

★ You can put your video and the Parts that compose it on separate disks. However, if they're *not* on the same disk, you'll get an error message when you try to play your video, unless the disks that contain the video and its Parts are in your floppy drives.

BRUSHING IT UP

Before we leave this tutorial, there are a couple of issues we'd like to address.

TUNE AND SOUND PLAY PRIORITY

You might have noticed that the zoom sound for your shuttle launch isn't playing when you play the video. This is because the Amiga can play only four voices at one time. Your tune, Zarathustra, uses four voices, and the zoom sound is trying to use two more. To fix this little problem, you need to set the priority for the Sound tracks higher than that of the Tune track. This will get the sound to play over the tune. Here's how:

- Double-click on each of the Play effects, and in the Play Sound requester, set the priority to 1.

Tunes have a priority of 0, and that priority cannot be changed. By setting the sound priority to 1, you tell DeluxeVideo that playing the sound is more important than playing the tune. Now when you play your video, you'll hear the zoom.

ADDING COLOR CYCLING

The flames brush in your video is actually a color-cycling brush. It will look better if you make it cycle. Here's how you do it:

- Drag a new effect down to the Launchpad.Pic track. Choose ClrCycle in the requester. Adjust the start and end times to match the PlayAnim effect for the Flames.AnBr track

Adding a ClrCycle effect to the picture track causes the picture and everything attached to the picture to cycle colors if there is color cycling information in the part. In our case, only the flames brush has a cycle range, so it is the only part that cycles.

LEAVING A SMOKE TRAIL

Usually a rocket leaves a smoke trail. You can do this with your smoke brush also. To have your brush leave images of itself behind on the screen, you add a Stamp effect to that track.

- Drag a new effect down to the Smoke.AnBr track and choose Stamp in the requester. Adjust the start and end times to match the PlayAnim effect for the smoke brush.

Now when you play your animation, your smoke leaves trails. There are other ways to get an object to leave trails, but the advantage of the Stamp effect is that it affects only the brush track it is attached to.

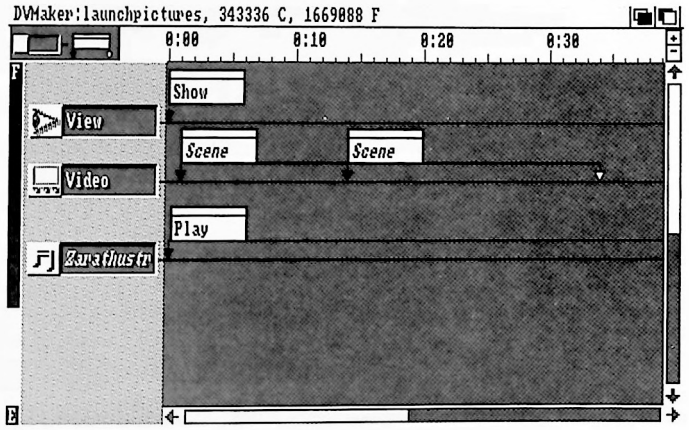


Figure 3.10 a, b and c. *The finished Video. Video Script(a) and two Scene Scripts (b and c)*

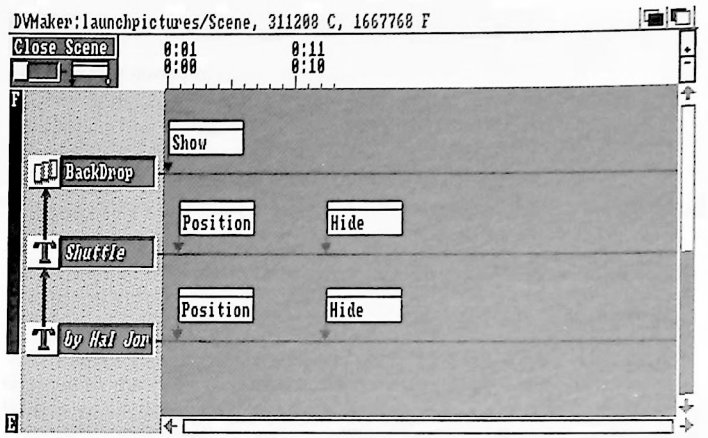


Figure 3.10 b

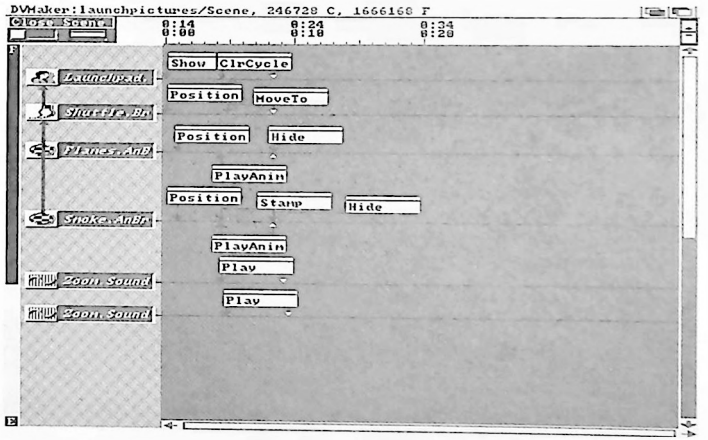


Figure 3.10 c

OTHER SUGGESTIONS

There's a lot more you can do to improve this simple video. You could adjust the timing of the launch to the exact moment you want. You could add fancy wipe effects and the opening and end of the video. If you have DeluxePaint III, you can create a fancier smoke brush and use it instead of our smoke brush. Further on in the manual, you'll learn some more tricks you might want to try with this video, so save it again now for future reference.

TUTORIAL TWO: THE MOVEPATH EFFECT

★ We prepared this tutorial for users who *don't* have a hard drive. If you're using a hard drive, you'll have to make some simple substitutions in our instructions to take your directory and drawer configuration into account.

In the previous tutorial we showed you how to use the MoveTo effect to move your shuttle brush and other brushes up the screen. To move a brush in a straight line, MoveTo is usually the best effect to use. However, if you want to move a brush on the screen in a complex path, the MovePath effect provides an easy solution.

In this tutorial, we'll use the MovePath effect to move an animated bird brush across the screen, and in the process we'll use many of the features of the Path requester.

TO BEGIN

You'll need your working copies of the *DVMaker* disk and the DVExamples1 disk and an initialized data disk for saving your work.

▶ Insert the *DVMaker* disk in df0: and the DVExamples1 disk in df1:. Start DVMaker and begin with a new Video Script.

SETTING UP

▶ Open the Scene effect in your new video.

▶ Drag down a new track and click Backdrop in the requester. Click OK in the requester without making any changes.

▶ Drag a new effect down to the Backdrop track at a Start time of .05 seconds and click Show.

▶ Drag a new track down to below the Backdrop track. Click AnimBrush in the requester.

PREVIEWING AN ANIMBRUSH

▶ In the Parts requester, open the AnimBrushes drawer on your DVExamples1 disk and find the file Bird.AnBr. Click on the filename to add it to the In Video window.

▶ Click Preview to see a preview of your animbrush.

▶ When the Preview screen appears, you see the first frame of your animbrush.

If you happen to have more than one version of your animbrush, the preview screen will come in handy. It lets you play your animbrush, so you can see all frames.

▶ Hold down the number 2 key at the top of the keyboard.

The number 2 key steps you forward through your animbrush. If you want to step backwards, hold down the 1 key. Notice that the numbers at the top of the preview screen show you how many frames there are in the animbrush and which frame you are viewing. This feature is important if you need to set your animbrush to start or stop playing on a frame that is not the first or last frame of the animbrush. (You set start and end frames in the PlayAnim requester.)

▶ Choose **Close** from the Preview menu to return to the Parts requester. Click Select to select the Bird.AnBr as your animbrush.

When the Parts requester closes, you are back at the Scene Script and the Bird.AnBr track is automatically attached to your BackDrop track.

THE PATH REQUESTER

- Drag a new effect down to the Bird.AnBr track at 0.05 seconds and click MovePath in the requester. In a moment, the Path requester appears.

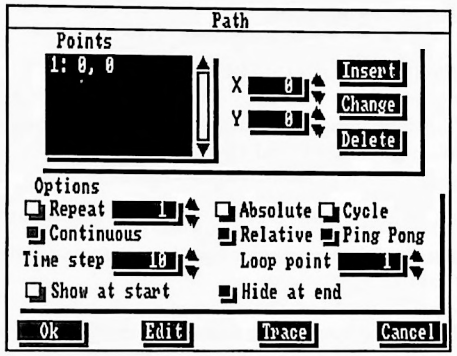


Figure 3.11 *The Path requester*

USING THE POINTS AREA

The Points area of the Path requester lists the points of your path, and contains gadgets for inserting, changing, or deleting a point in the path. If you need to plot specific coordinates (in pixels) for the path of your brush, you would want to use the Points area of the requester. Let's insert a point, change it, and delete it just to see how the gadgets work.

- Click on the only point in the list (1: 0, 0). Now click the Insert button and watch what happens.

The insert Button adds 10 to both the x and y coordinates of the selected point and then inserts the new point below it. You now have a second point (2: 10, 10). Notice that the X and Y boxes to the right of the points list contain the numbers 10, 10.

- Click on point 1 again.

Now the X and Y boxes contain the numbers 0, 0 again. When you click on a point, its coordinates are inserted in these boxes. If you want to change the coordinates of a point, you select it, change the numbers in the boxes, and click Change. Let's do it now.

- If point 2 is not already selected, click on it. Click in the X box, delete the numbers there. Type `50` and *press Return*. Click in the Y box, delete the numbers there. Type `50` and *press Return*. Click Change.

Your second point has the coordinates 50, 50. In the step above we italicized the instruction to press Return, because the coordinates will change only if you have pressed the Return key in each of the boxes. Now, let's delete the second point to get to where we started and move on to other areas of the requester.

- Point 2 should still be selected. Click Delete.

TRACING A PATH

At the bottom of the Path requester are buttons to Trace and Edit a path. Right now we'll trace a path for our bird brush.

- Click Trace.

The Preview screen appears with your bird brush in the center. This preview screen works like the preview screen in the MoveTo requester. We want to start the brush off the screen, so we need to reduce the view.

- Press the h key. Drag the bird brush to the offscreen area in the lower left corner.

Just as in the MoveTo requester, you can drag your brush to any position on the screen. Unlike the MoveTo requester, the Path requester remem-

bers the path you dragged the brush over and traces it on the screen. Do you see the line drawn from the middle of the screen down to the lower left corner where you dragged the brush? Okay, you may not be able to see it well enough, so we'll use one of the Preview keyboard commands to change the palette.

- Press the c key.

Each time you drag the brush in the preview screen for Trace, the most recent path is remembered and traced. We want the bird to fly in an S pattern across the screen and upward. Figure 3.12 shows the path we want drawn in the preview screen.

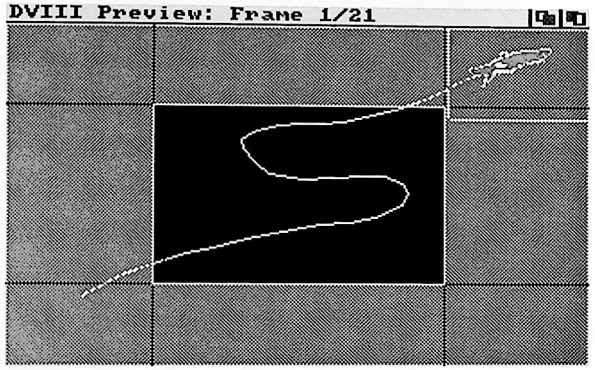


Figure 3.12 *Preview screen with S path drawn*

- Drag the Bird brush from the lower left corner to the upper right corner in an S path as shown in Figure 3.12.
- Once you have your S path, choose **Close** from the Preview menu.

For now, we'll use the Options in their default settings, these are the settings you will use most of the time. We'll come back and change some settings later.

- Click Ok to accept your new path settings and return to the Scene Script.

- Choose **Play Scene** from the Project menu to see the bird trace your path.

That was pretty boring, wasn't it? We had you play it that once so you could see the path clearly and to make the point that although the MovePath effect *shows* your brush (because Show at start was on in the Options area), it doesn't play your animbrush. You need a play effect for that.

- Drag a PlayAnim effect down to the Bird.AnBr track at .05 seconds. In the PlayAnim requester click Continuous, so that the bird will flap continuously through the move. Click OK. Adjust the duration of your PlayAnim effect to match the MovePath duration.
- Choose **Play Scene** from the Project menu.

EDITING THE PATH

Your bird probably flew beautifully and you have no need to edit the path, but we want to show you how editing works anyway, so you can use it in the future.

- Double-click on the MovePath effect to display the Path requester.
- In the Path requester, click Edit. If you can't see the path very well, press the c key to change the palette.

The Edit preview screen looks much the same as the Trace preview screen, except that now the path has small boxes attached to it. These are the points of the path.

EDITING INDIVIDUAL POINTS

You can edit any point by positioning the brush on the point and then dragging it. Right now the bird brush is at point one, so that is the point you can edit.

- Press the h key to reduce the view. Drag the bird brush down and to the right and watch how the path adjusts to the new position.

To edit another point, you need to move the brush by using the + (plus) and - (minus) keys.

- Hold down **Shift** and press the + key at the top of the keyboard. The brush will move up to point two. Drag the brush down to approximately where point one was before you moved it.

If you have a long path and want to get to a specific point quickly, say the end, there's an easy way to do it: Close the Preview screen and click the point you want in the Points list of the Path requester, then click Edit to return to the Edit preview screen; your brush will be positioned on the point you selected.

Try editing other points if you like. You'll see that it's easy to create complex paths.

SIZING AND MOVING THE PATH

In addition to editing single points, you can use the Edit screen to change the size of your path or to move the path to a new position. The path has a rectangle around it with little handles to drag for editing. You use the handles to size the path.

- Click in the middle of the path so that the handles are displayed. Point to the middle handle at the bottom and drag it upward until the path rectangle is about half as tall as it was before.

You can move the path by dragging it from somewhere inside the rectangle.

- Move your pointer to the middle of the path rectangle and drag downward until the path is centered in the screen.

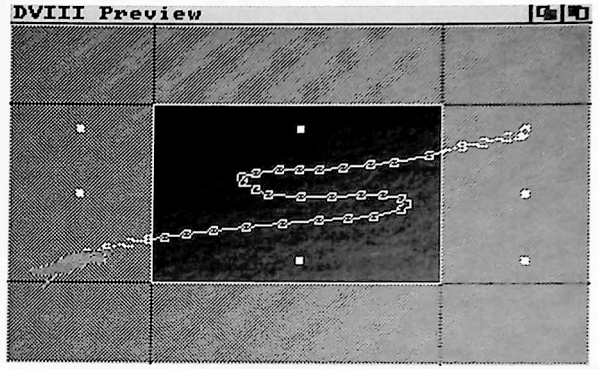


Figure 3.13 *Preview Screen with S path sized and moved*

- Choose **Close** from the Preview menu to return to the Path requester.

If you like, go ahead and click Ok and play your scene again to see what the new path looks like.

MORE ABOUT PREVIEW

There's more to know about using the preview screen with the Path requester and with other effects. You'll find more information in the Reference under Load in the description of the Parts menu.

MOVEPATH OPTIONS

Before we move on to look at Relative paths, lets look at some of the other options in the Options area of the requester. You use the Options area of the Path requester to select how the brush follows the path.

Repeat lets you set a specific number of times you want your brush to follow the path. The default setting is for one Repeat of the path. If you select Repeat, you can't change the duration of the MovePath effect. The **Continuous** option causes the brush to follow the path for the duration of the MovePath effect, and you can change the duration by dragging the

End arrow of the effect. One warning though: if the duration is too short, the brush won't finish the path before the effect is over.

You use the **Time Step** option for selecting the spacing of points as you drag your brush to trace the path. A higher number gives a wider space between points as you drag, and thus fewer points from beginning to end. This Time step number doesn't affect the time it takes for the brush to complete the path, it only affects the spacing of points when you create a brush.

Show at start and ***Hide at end*** function the same as they do in the MoveTo requester. Essentially they save you the trouble of adding Show and Hide effects to your brush track.

We'll let you look in the Reference for an explanation of the other options. Right now, we want to show you how to use the Relative option, because it is especially powerful.

CREATING RELATIVE PATHS

In our previous example, the bird brush flew on an Absolute path. This means that the path was measured based on the origin of the track to which your brush was attached. If you were to set that path to repeat, it would repeat from the same point where it started the first time.

Now we want to create a Relative path. This means that the path is measured based on the current position of the brush. If you set a Relative path to repeat, it repeats from the last point of the previous move instead of going back to the point where it started the first time. Let's do the example.

- Go to the Scene Script. Select the Bird.AnBr track and choose **Turn Off** from the Edit menu.

This makes your track inactive. We would have you erase it, but you might want to save all of this later for reference.

- Drag down a new track and click Brush in the requester. When the Parts requester appears, go to the Brushes directory on your DVExamples1 disk and find the brush, SmallEraser.Brush. Click the file and click Select to use it.

Your brush is automatically attached to the BackDrop track, which is what we want.

A REPEATING ABSOLUTE PATH

- Drag a new effect to start at .05 on the SmallEraser track and click MovePath in the requester.
- When the Path requester appears, click Trace to trace a new path. Press the h key to reduce the screen and press the c key to change the palette so you can see the path better when you draw it.
- Drag your SmallEraser brush down to the lower left corner of the backdrop. Then drag a path that runs diagonally across the screen and back as in Figure 3.14.

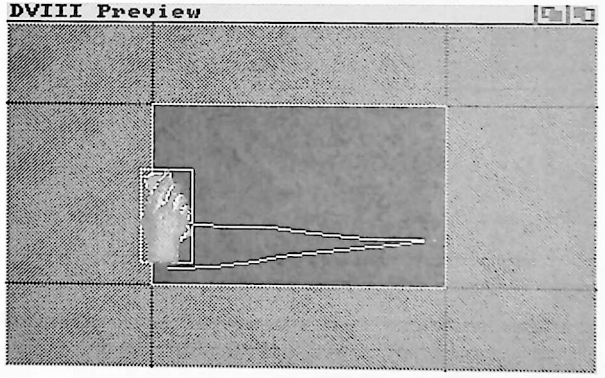


Figure 3.14 *MovePath traced for the SmallEraser brush*

- Once you have the path traced, chose **Close** from the Preview menu.

Your path moves across the screen and back only once, but you can make it cross the screen several times by changing the number in repeat.

▶ Click the up arrow beside Repeat to change the number of repeats to 5. Click OK to use the current settings. Choose **Play Scene** from the Project menu.

As we stated above, because your path is set as Absolute, your brush repeats each time from the first starting point, so the brush moves over the same area five times. We want the brush to move upward as though it is erasing the entire screen. We can do this by changing the path to be Relative.

A REPEATING RELATIVE PATH

▶ Double-click on the MovePath effect to open the Path requester. In the requester click Relative, then click OK.

This time when you play your scene the brush will continue upward at the end of each stroke. (We'll tell you right now that this isn't going to work exactly right, but we want you to play it this way anyway.)

▶ Choose **Play Scene** from the Project menu.

This time your brush continued upward as we expected, but it started in the middle of the screen! At first you might think this was incorrect, but if you think about it, you'll see that it is exactly right. The path started at the last position of the brush.

POSITIONING BEFORE A RELATIVE PATH

Since the default position for any object is the middle of the screen, your brush in the last example started its path in the middle of the screen. What you need to start it right is a Position effect.

▶ Drag your MovePath effect box below the track time line. Drag a new effect down to the SmallEraser track at a start time of .05 seconds and click Position in the requester.

▶ In the What and Where requester, click Preview Where.

▶ On the Preview screen, drag the brush down to the lower left corner of the screen where you want it to start its path. Choose **Close** from the Preview menu.

▶ Click OK in the requester.

▶ Choose **Play Scene** from the Project menu.

This time you should see your brush start from the lower left corner where you positioned it.

TUTORIAL THREE: USING DVMOVER

★ We prepared this tutorial for users who *don't* have a hard drive. If you're using a hard drive, you'll have to make some simple substitutions in our instructions to take your directory and drawer configuration into account. To complete this exercise you'll need your copies of the *DVideo* and DVExamples1 disks, and a blank (but named), initialized data disk.

DVMover is a utility for copying and/or moving a video file with all of its (necessary) Parts data to another disk or drawer. DVMover also changes the Part drawer names in the video to match the new location of the Part files.

Using DVMover breaks down into the following steps:

1. Boot DVMover.
2. Load a video into DVMover.
3. Change the destination drawer to the new location.
4. Copy the video.

DVMOVER WINDOW

DVMover is one of the three utilities that came on your *DVideo* disk. We're going to use it to copy a complete video called SpecialEffects (on your DVExamples1 disk) to another disk.

If you're using floppy drives:

▶ Insert your copy of the *DVideo* disk into a floppy drive and double-click on the disk icon to open it.

► Double-click on the DVMover icon.

If you've loaded all of DeluxeVideo III on your hard drive, using our installation instructions (Chapter 1):

► Open DVMover from the DVideo drawer.

When you boot the program the DVMover Window appears, partially obscured by the *About DVMover* message. The message gives copyright information about the utility and a brief reminder of what the utility does and how to do it.

► Click Ok to see the whole window.

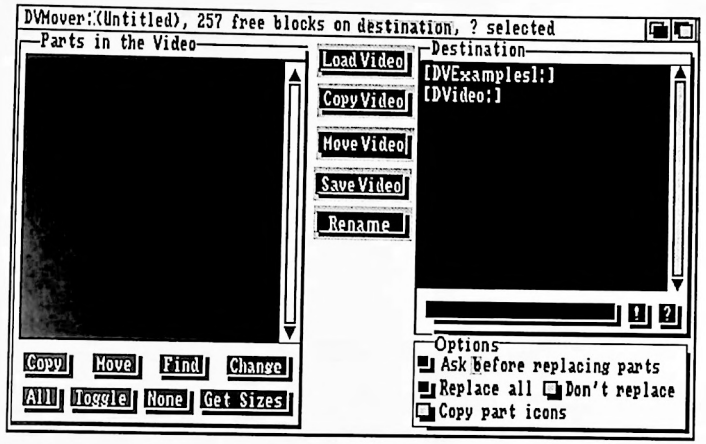


Figure 3.15 *DVMover Window*

The window is divided into two main sections, *Destination* and *Parts in the Video*. The *Destination* window displays the directories and disks that are currently loaded and the *Parts in the video* window lists the Parts that have been loaded into DVMover. When you first start DVMover, this area is empty.

► If your copy of DVExamples1 is not already in your second floppy drive, insert it now.

► Click on [DVExamples1:] in the *Destination* window. If you can't see DVExamples1 in the window, click on the ? icon. This displays the names of all inserted disks. When you find [DVExamples1:] in the *Destination* window, click on it.

DVExamples1 is dispalyed in the Video Drawer box and its contents, including SpecialEffects, now appear in the *Destination* window. To copy SpecialEffects, we first need to load it. There are two ways to do this:

► Either click the Load Video button in the middle of the DVMover window or select **Load Video** from the Project menu.

Whichever method you use, a Files requester appears.



Figure 3.16 *DVMover Files requester*

► Click [DVExamples1:]. Its name appears in the Drawer box and its contents appears in white print in the File requester window. Click SpecialEffects. It's name appears in the File box.

► Click the Load button.

In a moment the Files requester disappears and all the Parts that make up SpecialEffects appear in the *Parts in the video* window and SpecialEffects appears in the title bar of the DVMover window.

★ If there were more Parts to the video than could be displayed at one time in the Parts list, you could click on the up or down arrows to the right or drag the scroll bar to reveal the rest of the Parts.

You now need a disk on which to copy the loaded video and its Parts.

► Eject the *DVideo* disk and insert a blank disk. Click on the ? icon to display the names of all inserted disks and then click on the blank disk's name in the *Destination* window so it appears in the Video Drawer box. This disk is the *destination* of your copy. You can add a Drawer name to your disk name if you wish. Just move the pointer to the Video Drawer box and click to place the cursor where you want to type.

► Before you copy SpecialEffects, let's change its name to distinguish it from the original file (which we think you'll want to keep). Click the Rename button, or choose **Rename** from the Project menu.

► The Rename box appears and SpecialEffects is displayed in the Video name box. To rename the video (though not the video Parts), move the pointer to the S in Special and click. Type `my` and click Ok.

► Click the Copy Video button (or choose **Copy Video** from the Project menu). The utility copies all video Parts to the destination, changes the Parts drawers to match the new destination and the saves the video under the new name mySpecialEffects.

Your copy is complete when the Parts disappear from the *Parts in the video* list and are displayed in the Destination window.

TIP

In this simple copy to a blank disk we didn't need to use the Options below the *Destination* window. However, if you plan to move or copy many of your videos (if only for disk housekeeping or archiving), you'll want to understand how these Options can make your work easier. See DVMover in *Chapter 6: Reference*.

Similarly, because we copied the entire video, we didn't need to use the buttons below the *Parts in the video* window. Those buttons apply *only* to selected Parts that you want to copy or move.

Finally, if you have a video that fills more than one floppy disk, you'll need to use a special procedure. We'll describe how to do that in *Chapter Six: Reference*, under DVMover.

► To quit the utility and return to the Workbench, select **Quit** from the Project menu.

TUTORIAL FOUR: USING INSTANTSLIDESHOW

InstantSlideShow is a utility that lets you create a *slide show* video from a series of pictures. You can play a video created in this way with DVPlayer or you can load it into DVMaker and modify (edit) it like any other video.

★ We prepared this tutorial for users who *don't* have a hard drive. If you're using a hard drive, you'll have to make some simple substitutions in our instructions to take account of your directory and drawer configuration. To complete this exercise you'll need your copies of the *DVideo* and DVExamples2 disks.

Using InstantSlideShow breaks down into the following steps:

1. Boot InstantSlideShow.
2. Add slides by clicking on picture names in the Files list.
3. Arrange the slides in any order.
4. Click on the Make Video button.

INSTANTSLIDESHOW WINDOW

InstantSlideShow is one of the three utilities that came on your *DVideo* disk. We're going to use it to create a *slideshow* video from two unrelated pictures and an animation.

If you're using floppy drives:

► Insert your copy of the *DVideo* disk into a floppy drive and double-click on the disk icon to open it.

► Double-click on the InstantSlideShow icon.

If you've loaded all of DeluxeVideo III on your hard drive, following our installation instructions (Chapter 1):

- Open InstantSlideShow from the DeluxeVideo drawer.

When you boot the program a full screen window appears, partially obscured by the *About InstantSlideShow* message. The message gives copyright information about the utility and a summary of how to use it.

- Click Ok to see the whole InstantSlideShow window.

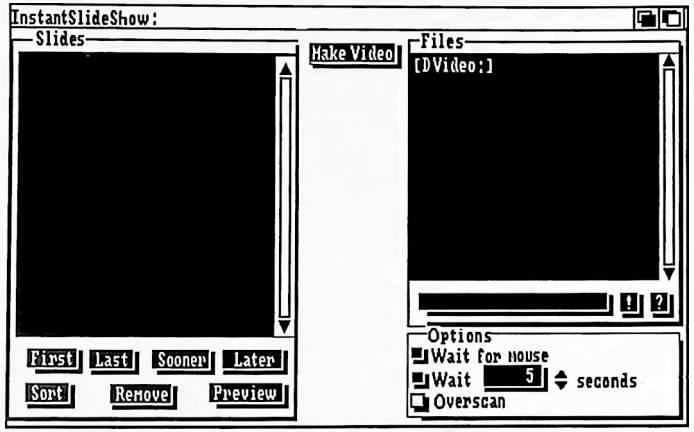


Figure 3.17 *InstantSlideShow Window*

The window is divided into two main sections, *Files* and *Slides*. The *Files* window displays the directories and disks that are currently loaded and the *Slides* window lists the slides that have been loaded into InstantSlideShow. When you first start InstantSlideShow, this window is empty.

- Insert your copy of the DeluxeVideo III DVExamples2 disk into your second floppy drive.
- Click the ? icon below the *Files* window to display the directories of all loaded disks.
- Click on [DVExamples2:] in the *Files* window.

DVExamples2: appears in the Video Drawer box and its contents are displayed in the *Files* window.

- Click on [/Pictures] in the *Files* window to open that drawer. You'll notice that there are three pictures here, CityPan.Pic, HAMShapes.Pic, and Mermaid.Pic.
- To load pictures into a slideshow, simply click on them, one at a time. Click on HAMShapes.Pic first. Its name, disk, and drawer location immediately appear in the *Slides* window. Now click on Mermaid.Pic. It appears below HAMShapes.Pic. This is important because the pictures you select for your slideshow video play in the order they appear on the *Slides* list.

Now lets add an Anim to our slideshow.

- Click [DVExamples2:] in the *Files* window to display the other directories on DVExamples2. When you see [/Anims] you can click the ! icon to stop the list from scrolling.
- Click on [/Anims] to select that drawer, and then click on LogoFly.Anim to load that animation into the *Slides* window.

You've now loaded the three elements of our slideshow. They're not, however, in the order we want to display them. When you *don't* load your pictures in their display order, you can use the buttons below the *Slides* window to rearrange them easily. Let's say we want Logo.Fly to appear first in our slideshow, followed by Mermaid, and finally HAM-Shapes.

- Logo.Fly is still selected (highlighted) in the *Slides* window. Simply click the button labeled First to move it to the top of the list. Click on Logo.Fly to deselect it.
- Click HAMShapes to select it, and then click Last to move it to the bottom of the list. Because there are only three files in *Slides*, you could get the same result by clicking Later, which moves the selected slide one slot down (later) in the presentation order.
- You're ready to make a slideshow video and save it to disk. Click the Make Video button or choose **Make Video** from the Project menu.

- ▶ When a standard Files requester appears, click on the disk's name in the *Files* window so it appears in the Drawer box. To give your slideshow a name, move the pointer to the left side of the File box and click to place the cursor. Type a name.
- ▶ Click the Save button in the Files requester. When the message "Please insert volume DVExamples2 in any drive" appears, swap DVExamples2 with your data disk; and swap again when the program prompts you to do so. *There is no need to click Retry.*

The requester disappears and as the program makes your video it displays messages in the Menu Bar: first, *Creating video named* [whatever you called your video]; then, *Creating scene named* [the name of your first scene, and similarly with subsequent scenes]; finally, *Saving* [name of of your video].

The double-z cursor will turn back into a pointer and you'll hear the disk drive stop working when your slideshow video is complete. Let's play your creation in DVMaker.

- ▶ Select **Quit** from the InstantSlideShow Project menu to quit the utility and return to the Workbench.
- ▶ Boot DVMaker. Choose **Open** from the Project menu.
- ★ In this exercise we're playing the new slideshow video with DVMaker. But you could also play your video from DVPlayer. From the Workbench, open the *DVideo* disk and arrange the window so you can see DVPlayer. Now open the disk that contains the video you just made. Click on its icon to select it. Hold down the Shift key and double-click the DVPlayer icon to play your video.
- ▶ Save to DVExamples2.
- ▶ Find the name of your video slideshow in the Files requester; click the name so it appears in the File box, and click the Open button.
- ▶ The Video Script of your slideshow video fills the screen; your three scenes appear just as you arranged them in InstantSlideShow.
- ▶ Remove the *DVMaker* disk and insert the DVExamples2 disk.
- ▶ Choose **Play Video** from the Project menu to watch your creation!

TIP

In this simple slideshow we didn't use the Options below the *Files* window. You probably noticed that the *Wait x seconds* box was selected and that 5 appeared in the box. This default setting tells the program to "wait 5 seconds" between slides when displaying your show. You can use the arrows to increase or decrease the time, or click in the box and set a time (in seconds). See *InstantSlideShow* in Reference when you want more information about these Options.

NOTES

NOTES

DeluxeVideo III lets you put together data from other sources to create an audiovisual presentation. So far in this manual, you've seen how to use DeluxeVideo III's many features to create videos, but the entire process of video creation has not been discussed. The purpose of this section is to explain techniques for designing and creating videos from start to finish. Used properly, the information in this section can save you many hours of work in putting together a complete video.

The first section, Design, discusses the process of deciding what you want to put into a video. The Content Creation section shows how to use hardware and software to create the data to be used in a video. The Construction section details the process of actually putting together the video using DeluxeVideo III. The Tips and Hints section gathers bits of useful techniques in one place. Finally, the Going to Videotape section offers some advice on putting your DeluxeVideo III presentation onto videotape.

DESIGN

Creating a video from start to finish can take a great deal of time, so it's important to plan the video creation process. In general, there are two main ways that videos are designed. In the first case, you have a set of data that you want to turn into a video; for instance, a series of pictures that you want to present in an interesting way, perhaps with musical accompaniment. In the second case, you have a clear purpose in mind and you need to create data from scratch; for instance, you want to make a business presentation, so you need to create images, animations, and sound effects to make your point effectively. Most times, your video requirements will fall somewhere between these two extremes — you may have some data to use already, but you have to create a great deal more to bring your video to life in an artistic way.

This section discusses techniques for designing a video, and how to minimize the time involved to get exactly the result you want. By planning the video in advance, you'll save time and effort.

STEPS IN PLANNING A VIDEO

When you begin to plan a video, follow the steps in this helpful checklist.

1. Determine the purpose of the video.
2. Determine the audience for the video.
3. Determine the contents of the video.
4. Draft a script for the video.
5. Create the data for the video.
6. Put the data into the video.
7. Edit the video to get exactly what you want.
8. Put the video on disk or on videotape.

Let's examine each item in this checklist.

1. Determine the purpose of the video. This may seem obvious, but it's very important that you have a clear idea of what you want the video to do before you start. Is the video for entertainment, to help make a sale, to demonstrate a technique, to instruct a student, to make a title for a videotape? Perhaps the purpose is a combination of some of these or other elements. In any case, it's important to list the reasons for the video and (if there's more than one), determine their order of importance. This serves as a guide throughout the video creation process. When you may be spending many hours or even days creating the data that goes into the video, you need to keep focussed on what the video is meant to do.

2. Determine the audience for the video. Once you have the purpose of the video in mind, you need to decide who your audience is. This affects your choice of the data used in the video, the presentation, the length of the video, and so on.

3. Determine the contents of the video. Now that you know the purpose and the audience for the video, you should decide what data you need to convey the information to the audience. Some of the data you need may already exist. Some or all of the data may need to be created. What types of data are necessary? Pictures, animations, music, sound effects? This is a step that you may need to come back to again and again while creating your video. The process of creating the video will give



you more ideas about how to get your message across. So don't feel that the first list you make here is exhaustive, or that it should be.

4. Draft a script for the video. This script should not be overly complicated, because you'll find that it changes as the video is created. List the scenes and data necessary for the video, in the order that you think they should appear. Make some notes of the type of transitions you think you might use, and if you're moving objects on the screen, what type of motion you want. This document guides the process of creating the data for the video. Break the video into scenes for easier handling. Though usually everything could be put into one scene, it often makes it easier to break things up into scenes.

5. Create the data for the video. Now that your planning is far along, it's time to actually get the data ready for the video. Some of the data may already exist; you may have the pictures or animations you need, or you might use a piece of music or a sound effect from another video or a data disk. At this point, make a list of all the data needed by the video, organized into types. List all the pictures, brushes, anims, music, and sound effects you will need. Mark any that aren't already created or that need to be modified. Then organize the list by the hardware or software you'll need to create the data. It's most efficient if you do all of your painting (for instance) in one session, or in one block of time. If you're digitizing pictures or sounds, setting up the equipment may take some time, and it's better to get all of your digitizing done in one session.

If the video requires a great deal of data creation, it's a good idea to do a "rough cut" before you make the final data. Use pictures that you already have to represent the pictures you intend to construct, put in some text for the titles, use any music or anims that are handy. Get an idea of how the video will flow by using this substitute data. This lets you see how the video looks before you go to all the trouble of creating the data. You may decide to change the video based on this rough cut, and therefore the data you need for the video can change. Doing a rough cut can save you many hours of work.

6. Put the data into the video. Now that all of the data needed for the video is created, begin assembly of the video. Follow the script you created earlier, but be ready to make changes as you deal with the reality of video creation. You may find that it's easier to organize the information in a different way. Be flexible. Once you've got the video in its basic

form, you may have to fine-tune it to get exactly the results you desire. *Appendix B: Troubleshooting* can help you get the video working properly.

7. Edit the video to get exactly what you want. Now that you see the video, you may want to change it. DeluxeVideo III makes it easy to experiment with different options, so you may want to try out some changes and see if the video benefits. Try different presentations of the material. Or you may want to go back and change some of the data you created, now that you can see how all the pieces interact.

8. Put the video on disk or on videotape. The video is finally done to your satisfaction, and now it's time to use it. For many purposes, it's enough to put it on a disk with DVPlayer (or it may take more than one disk). Use DVMover to move the video onto the disk where you'll use it, and then put a copy of DVPlayer on the disk. If you want to record the video on videotape, you'll need to hook up a VCR to your Amiga (see the Going To Videotape section for details).

PLANNING CONSIDERATIONS

When you're devising a script for your video, there's a number of important items to consider. While DeluxeVideo III is immensely powerful, it is still bounded by the limitations of the Amiga's hardware. Thus, you must consider these limitations *before* you begin, to avoid wasting a lot of your time.

MEMORY MANAGEMENT

Data files can take up RAM and disk space with amazing speed. A single HiRes picture (640 x 400) takes up 128K of RAM. Anim files can easily be hundreds of Kbytes in size. Digitized sound effects can chew up 20K a second. It's easy to create videos that are several megabytes of data and occupy many disks.

The solution is to note the memory size of the various pieces of data as you make out your script. Then you can total up the memory requirements and see if the video will fit onto the number of disks that you've

planned on. If not, then trim down the size requirements by reducing the size of some of the data, or the number of colors in a picture, or perhaps just the number of parts used in the video.

DISK MANAGEMENT

DeluxeVideo III can create and easily cope with videos that are larger than the capacity of one floppy disk. If you need more than one disk to contain your video, you can use two or more disks, though when such a video is played there will be interruptions when you have to swap disks. For the smoothest video, try to keep all of the Parts for a given video on one disk. Preferably, all Parts should be in the same drawer to minimize search time and disk swapping.

When you're running DVMaker, keep the disk with DVMaker on it nearby because the program does not put itself entirely into memory at one time. This means that while you can have two data disks in your floppy drives if you need that much room for data, you'll have to swap in the program disk from time to time. If you really want to make very large videos, a hard disk is indispensable. Of course, a video that's several megabytes in size on the hard disk would require multiple floppy disks for storage.

RAM DISK USAGE

If you have more than one megabyte of RAM, you can speed up the performance of DeluxeVideo III by using a RAM disk. A RAM disk is not an actual disk, but a portion of the Amiga's memory that is set aside to simulate a disk drive. Anything in a RAM disk is already loaded in memory and is available without having to wait while it loads from a floppy disk.

You can use a RAM disk in either one of two ways. By copying DVMaker to the RAM disk, you can speed up its operation by eliminating the time it takes to bring in portions of the program from disk. By moving a video to RAM (using DVMover) and playing it from RAM, you can eliminate disk-loading delays during playback.

Copy DVMaker to RAM using the following procedure:

- From the Workbench, point to the DVMaker icon and, while holding down the left mouse button, drag it over to the RAM disk icon.
- Release the mouse button and DVMaker is copied to the RAM disk.

To play a video from RAM, use DVMover to move the video to the RAM disk. Then double-click the video to play it, and any delays caused by disk access are eliminated.

CAUTION If you ever lose power or accidentally turn off your computer, everything in your RAM disk will be lost. To avoid such disasters, make sure you save your video to disk often. Most importantly, make sure you save it to disk before you end your work session.

COLOR PALETTES

While the Amiga has 4096 colors available for use, in most resolution modes only a few colors are usable at one time (the exception is HAM resolution, which has other restrictions). This means that different pictures, brushes and anims will have palette conflicts unless you arrange otherwise ahead of time. If a brush is brought in with a different palette than the background picture, the brush palette is changed to match the picture's palette, which usually makes the brush look terrible. It's important to plan out the various color palettes that will be used in the video, and which pieces of data need to have the same color palettes. Some of the color palette problem can be eased by using HAM mode, but then there can be a "fringe" color problem due to the way HAM mode works.

DESIGNING FOR SPEED

There are a number of techniques you can use to make the video faster, and particularly to get smoother brush animation. Try to keep the size of all parts used to a minimum; this can be done by reducing the physical size of a picture or brush, reducing the resolution, or by reducing the number of colors used. Use digitized music and sounds sparingly. Keep the number of different elements occurring at once to a minimum; the

more things DeluxeVideo III is trying to do at one time, the slower things proceed. Expert mode is particularly valuable in DVMaker, because certain effects are available to make memory management and speed easier to achieve. Reduce disk loading delays by running from RAM or by using Load and Unload effects to keep the amount of memory in use at a minimum.

CONTENT CREATION

Planning how the video will be created is only half of the task. Once you know what you want, then you have to create it. This section discusses how to create various types of data for DeluxeVideo III.

One of the advantages of the Amiga is the IFF standard for files, so that data can be exchanged between all programs. This means that many programs that handle graphics and sound on the Amiga can produce data that DeluxeVideo III can put into a video. You can use any of these tools that you're familiar with to create the data you need for your video.

PICTURES

Pictures and brushes are probably the most common elements of a video. Therefore, you can expect to spend a lot of time creating pictures. DeluxePaint III can be used to create pictures and brushes in every Amiga resolution mode except for HAM; Deluxe PhotoLab can be used to create HAM mode pictures.

Decide your palette strategy ahead of time if possible. It's best to organize your palettes carefully and then create the pictures and brushes you need. If you are working with existing artwork and need to convert or manipulate palettes (or sizes and resolution modes), then a tool like the Colors program from Deluxe PhotoLab is an enormous time-saver. This program allows you to convert pictures or brushes between resolution modes, reduce the number of colors in the palette, and other types of image processing.

Work on a very large page in DeluxePaint III or Deluxe PhotoLab (if you have the memory) to put all of your artwork in the same document. This is helpful to make sure you have the palette selected properly, and to see how the artwork looks in relation to the other pieces.

DIGITIZING

As an alternative to painting, you can use a hardware device called a digitizer or frame grabber. These devices plug into the Amiga and accept input from a video camera or a VCR; with the software provided, they can take an image from the camera or VCR and convert it into an Amiga picture. This picture can then be modified or adjusted in a paint program and put into your video. Digitizing can save enormous amounts of time if you're trying to use a picture of a real-life object in your video. However, you should be aware that a digitized image usually needs at least some touch-up in a paint program before you can use it your video, and sometimes a lot of work is needed. So plan on digitizing your images before you work with the paint program.

Some video digitizers work in real time and are called frame grabbers; others only work on still pictures or objects (these are less expensive than frame grabbers).

MUSIC AND SOUND

Adding music and sound to a video makes it a much richer experience. Fortunately, there are many programs on the Amiga designed for creating music and sounds. If your video is not being sold or used for commercial purposes, you can use music taken from data disks published by Electronic Arts. Data disks like *Hot and Cool Jazz* or *It's Only Rock 'N' Roll* provide dozens of songs and instruments that you can easily put into your video.

Programs like Deluxe Music or Instant Music let you create and edit music. Other programs, called sequencers, record music played on MIDI instruments. Such scores can be played back using Amiga sounds, or (by using a MIDI interface) on MIDI instruments for professional quality music.

Try to minimize the number of instruments used in a song to reduce the memory required by DeluxeVideo III. MIDI conserves memory space, since no Amiga instruments are used in playing back a MIDI tune.

Hardware devices called audio digitizers can take any sound and convert it into a file that the Amiga can play back. There are several software packages that allow you to manipulate digitized sounds and turn them into Amiga "instruments", or use special audio tools for unusual effects.

ANIMATIONS

Animations (or "anims") can be created by DeluxePaint III or other programs. Some programs combine 3D object creation and animation, and can create anim files. Anim files tend to be large, and can cause memory shortages. DeluxeVideo III can create anim files from a video, in order to get faster, smoother motion.

Why create an anim when you can use DeluxeVideo III to animate a brush? Well, a DeluxePaint III anim will play back more smoothly than a brush being moved by DeluxeVideo III (though the anim takes up far more memory space). And 3D packages allow you to define all sides of an object and create an animation of moving around the object, something that's impossible with DeluxePaint III. The drawback of a 3D animation program is that it generally takes a very long time to create the animation, and the resulting files are often very large.

CONSTRUCTION

Now that you've got all the pieces of the video, it's time to put them together. Concentrate on getting all of the pieces in place first, then do whatever fine-tuning is necessary. Try to put together the hardest part of the video first, where you're most worried about memory or speed, to see if it works. If you're pushing the edge, use the Expert mode. Unload is a very useful effect for keeping the amount of memory used to a minimum. Try to shuffle parts out of memory the instant they're no longer being used with an Unload effect.

TIPS AND HINTS

USE ONE VIEWPORT PER SCENE

Unless you have a real need for more than one viewport track in a scene, don't use more than one. This will keep your scripts from becoming confusing and will help ensure that your Wipe effects always work properly. (See the Wipes&Pattern example in *Chapter Five: Video Effects* for more about viewports and wipes.)

FOR EVERY LOAD THERE IS AN UNLOAD

Many effects do their own Load as part of the effect (for example, Show and Position effects also load the part if it is not already loaded). If you want your memory use to be efficient, you should unload parts that aren't needed at the earliest possible moment. Go through your video and check which parts are used in only one scene. If the part isn't used beyond the Scene, add an Unload effect at the end.

LOAD WHEN YOU'RE NOT DOING MUCH ELSE

Occasionally you'll find that your video slows down or stops to load data. Often you can solve this problem by either preloading the data when you start the video (though we recommend this only in the first scene of a video) or by adding a Load effect when not much is happening on the screen. If there are moments in you video when nothing is happening (perhaps just a picture is displayed on the screen), use this opportunity to load data.

CREATING SMOOTH ANIMATION

There are three things you need to keep in mind if you want smooth animation:

- **Big things take longer to draw.** If you're moving a large brush across the screen, the movement may be a bit jerky. When you design your videos, try to keep the brushes as small as possible and use as few colors as you can to reduce the number of bit planes being used. If you want very smooth animation in a complex video, you might want to use the MakeAnim effect to create an Anim file of the video. (See MakeAnim in *Chapter Five: Video Effects* for an example and explanation of the MakeAnim effect.)
- **Integral speeds are smoother.** When you use a MoveTo effect to move your brush, make sure that the jiffies/pixels or pixels/jiffies number divides to a whole number. It isn't possible to move a brush by a fraction of a pixel, so the brush will have to jump every once in a while to compensate if your pixels/jiffies rate is not a whole number. This is also true when you use the Scroll effect to scroll a picture.
- **Slower speeds appear smoother.** If you need to move a part across the screen, it will appear smoother if it moves fewer pixels per frame (or jiffy). For example, if your brush is moving 320 pixels in 40 frames, it is moving 8 pixels per frame, and 8 pixels might seem like a pretty large jump. If it is possible to change the MoveTo so that the brush moves 320 pixels in 80 frames (or 4 pixels per frame) the movement will be much smoother.

GOING TO VIDEOTAPE

The Amiga 1000 has color composite video output, which plugs directly into a VCR using a standard RCA video cable. Other Amiga models require either a composite adapter (available from Commodore or other manufacturers) or a genlock in order to put out color composite video. Record using line mode on the VCR. If you have audio, remember to connect the audio from the back of the Amiga to the VCR. If the VCR is mono, use a stereo-to-mono adapter cable. If you're using MIDI output, then you must use the audio output from the MIDI equipment to the VCR.

TIP When recording the video on a VCR, be sure to set the Force Interlace option in the View requester.

NOTES



NOTES

This chapter describes each of the example videos on the DVExamples disks. These examples demonstrate how you can combine the simple effects available in DeluxeVideo to create impressive video effects. In our descriptions, we assume that you've read the other sections of the manual and are familiar with all of the basics and some of the more complicated aspects of using DVMaker.

You don't need to read the examples in this chapter in any particular order, though occasionally we will refer back to a preceding example. In this case, just look at the example we mentioned so that you understand our reference.

MOVETO&PATH

This video uses MoveTo effects to move the RunningTV, Camera, and Dog animations across the screen. Then it flies the Bird animbrush across the screen using a MovePath effect. If you've worked through the Learning DeluxeVideo chapter, you can probably figure out everything that is going on in this video. Here are a few things you should notice about the design:

- The video uses only one Viewport track per scene. This is always good advice. Use more than one viewport only if you have a very good reason.

  Notice that the WipeIn from the DV3-Logo scene to the AB-Stuff scene works beautifully. The first scene ended with the DV3Logo displayed. Because the DV3Logo viewport was still around at the end of the scene and it is the same size, display mode, and depth as the DV3Emboss picture, DeluxeVideo uses this viewport to wipe in the DV3Emboss picture. (See the description of the Wipes&Pattern video later in this chapter for more information on this point.)

- The MoveTo effects for the animbrushes all have corresponding PlayAnim effects of the same duration.

- The Slide and Wipe effects all have brief durations—one second or less.

- The scenes are named, so you can quickly distinguish their contents. (AB-Stuff for AnimBrush Stuff, because the scene moves three animbrushes.)

WHAT&WHERE

This example is a series of MoveTo effects performed on a full size picture. Figure 5.1 shows very roughly the What and Where settings for each effect. (You might also want to take a look at the settings yourself.) We'll explain this example in some detail so that you can better understand what happens when you change the What or Where of a raster (picture, anim, or backdrop) or object (brush, animbrush, box).

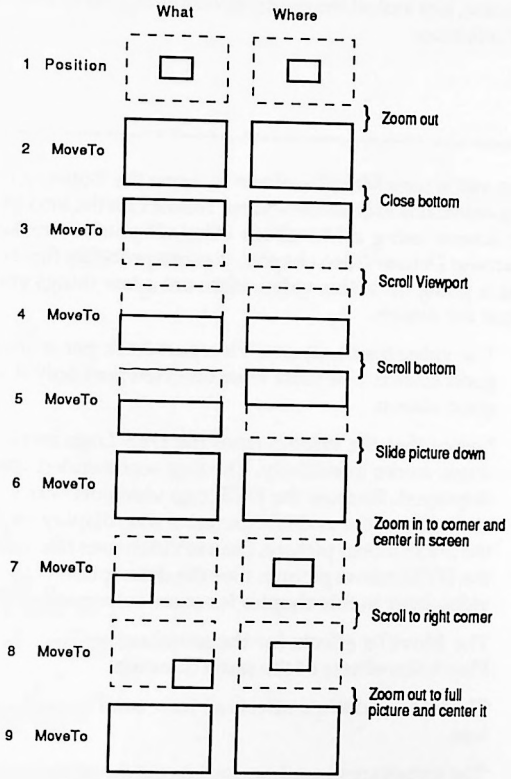


Figure 5.1 *The What and Where settings for each effect*

When you adjust the What of a raster or object, you are changing the rastport size. The rastport is like a window, through which you see the raster or object. The window can never be larger than the raster or object, but it can be smaller, as in the Position effect at the start of the video. (Note: when referring to viewport tracks such as picture tracks, we usually refer to the window as the viewport.)

When you adjust the Where of a raster or object, you are indicating where in the View the rastport should be located. You can place the rastport anywhere in the View, or even outside the View if you want to move your object off screen.

MoveTo effects have a duration. This means that the change from one set of What and Where settings to another set of What and Where settings occurs over time, and the change appears on the screen. The result is that changes in What show the window (rastport) shrinking or growing. Changes in Where show the picture or the window (rastport) moving or scrolling.

Here's a summary of what you see in the video:

Effect 1: This Position effect reduces the What to a small area in the center of the picture. The Where places the small rastport in the center of the screen, so the center of the picture stays in the center of the screen. An interesting note about this What setting: it results in an invalid viewport that the Amiga can't display. If your viewport is not half as wide as the screen, the left side of the viewport must be left of center, and the right side must be within the last third of the view. Otherwise, your viewport may not display. This is a hardware limitation that DeluxeVideo III tries to work around, but occasionally the hardware just can't take it. If you want to confirm that this viewport doesn't display, step through the video one frame at a time and watch the time between 1.00 second and 2.00 seconds—the screen is blank.

Effect 2: This MoveTo effect sets the What to the full size of the picture and the Where is left at center screen again, so the change from Effect 1 to Effect 2 is a change only in the What. The result is that you see the picture zoom outward from center screen.

Effect 3: This MoveTo effect sets the What to include the top half of the picture. The Where is set at the top half of the screen. The result is that the bottom half of the picture seems to close up.

Effect 4: Here the What is the same size but is moved to the bottom half of the picture. The Where is also moved to the bottom half of the picture. The result is that the rastport (window) scrolls downward. Notice that the change in What and Where together in the same direction scrolls the rastport instead of the picture.

Effect 5: In this MoveTo, the What setting is unchanged from Effect 4. The Where is changed to the top half of the screen. The result is that the bottom half of the picture rises to the top of the screen.

Effect 6: Here the What is set to full picture size and the Where is set to the center of the screen. The change from Effect 5 makes it look as though the picture is sliding down into the screen.

Effect 7: The What is set to a small rectangle in the lower left corner of the picture. The Where places the rastport in the center of the screen. The result is that the screen seems to close down toward the corner of the picture and at the same time the corner shifts toward the center of the screen.

Effect 8: Here the Where is kept constant in the center of the screen and the size of the What is kept constant, but the location of the What over the picture has changed. The result is that the picture seems to scroll within a small window in the center of the screen.

Effect 9: Finally, the picture zooms back out to full size and is centered. This is the opposite of the transition between Effects 6 and 7.

MAKEANIM

This video is set up to create an Anim file using the MakeAnim effect. Essentially, the video is a collection of single-letter Text Lines that move onto the screen with MovePath effects to spell Deluxe Video III. Before you do anything else, you should play the video to see it.

The first thing you probably noticed about the video is that the letters flashed on the screen as they moved. This is not how you would normally want your video to look. We've set the Display Options for the scene to Restore Black (because we're moving the letters on a black backdrop) and we've turned off the Double Buffer option so that the letters move more quickly. We don't care if the letters flash as we play the video—they won't flash in the Anim. To see the Display Options for the Anim scene, select the scene and choose Change from the Scene menu.

All you need to do to create an Anim of this video is to turn on the MakeAnim effect and choose Play. But don't do it yet! There are a few more things you should know, so keep reading.

SETTING THE SAVE PATH

Double-click on the MakeAnim effect to display the Make Anim requester. You use this requester to specify a path and filename so that DVMaker knows where and under what name to save your anim. You can also set a file size limit in this requester so that DVMaker doesn't create an anim that's too large to use. This requester already contains a name for your anim and a file size limit of 400K. If you specify no path, DVMaker saves your anim to the current path.

CAUTION If you use the name of a file that already exists on the disk, DVMaker will replace that file without a warning, since it is in the middle of the creation process.

Floppy disk users need to set a new path to save to a data disk; there isn't enough room on the DVMaker disk or the DVExamples1 disk to save the entire anim. Here's how you do it.

- Remove the DVMaker disk and insert your data disk. Enter the volume name of your data disk before the file name. For example, if your data disk is named Empty, you want the path to be `Empty:DVIIIshort.anim`. Click OK in the Make Anim requester. Leave your data disk in the drive when you choose Play Video later.

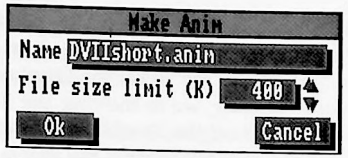


Figure 5.2 *The Make Anim requester*

SAMPLE RATE

You can change the rate at which DVMaker samples frames for your anim by changing the Time Step in the Video requester. For example: the Time Step for this video is currently set at 2 (or 2 jiffies per frame). If you increase the Time Step to 6 jiffies per frame, fewer frames will be able to play in the time allotted, so DVMaker will skip frames to play the scene in the available time. If you try it both ways, you'll see that a Time Step of 6 gives you about 1/3 the number of frames in your anim as you get with a Time Step of 2. Unfortunately, as you increase the Time Step, the animation becomes less smooth.

CREATING THE ANIM

Okay, now you're ready to create your anim.

▶ Select the MakeAnim effect. Choose **Turn On** from the Edit menu. Choose **Play Video** from the Project menu.

Your pointer will change to a number that displays the frame number your video is creating and saving as it creates the anim file.

★ When the video is finished, be sure you go back to turn off the MakeAnim effect.

HOW TO ABORT A MAKEANIM IN PROGRESS

If you accidentally start to make an anim and change your mind, press the Esc key to stop the video. Most likely there will be a partial anim file on your disk already, but you can go out to Workbench and throw it away.

HOW TO PLAY THE ANIM

If you want to see your anim, you'll need to set up a scene, track, and effect for it. Here's what to do: Add a scene to your Video track after the Anim scene. In the Scene Script, add an Anim track and select your new anim file. Add a Play Anim effect to the Anim track—click Continuous in the Play Anim requester; click OK. Make the duration of your Play Anim effect last for the entire scene. Choose **Play Scene** from the Project menu.

WIPES&PATTERN

This video demonstrates many different wipe effects that are possible in DeluxeVideo III. We've given the scenes in the video descriptive names to help you identify the scene with the effect you saw on the screen. You can learn a lot about the different wipe combinations just by watching the video and studying the scene scripts. In this section we want to mention a few important ins and outs of creating wipes. The first three scenes of the video have been set up as a demonstration of the points we want to make.

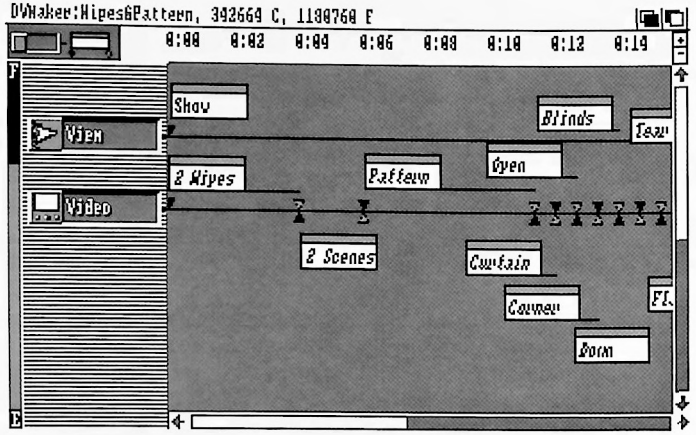


Figure 5.3 *The Video Script showing the first three scenes*

TWO WIPES IN ONE SCENE

If you use two wipes in one scene to wipe one picture in over another, you're going to have a little trouble. Open the first scene, 2 Wipes, and choose Play Scene from the Project menu. You see one picture wiped in from left to right, then the screen goes black for a moment and a second picture is wiped in with random horizontal lines.

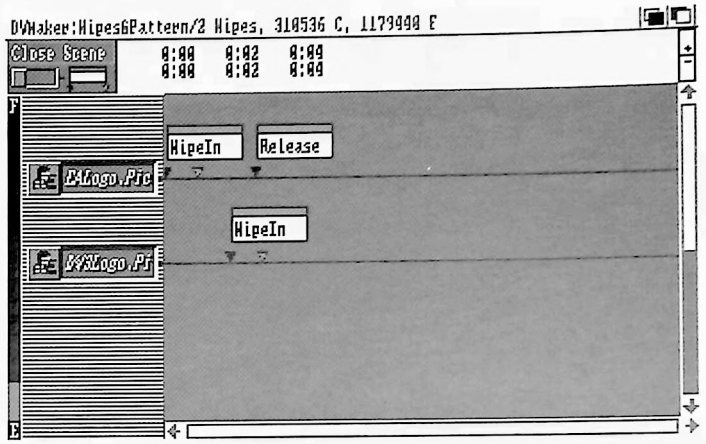


Figure 5.4 *The 2 Wipes Scene Script*

The problem with this set of wipes is that the screen goes black in the middle. The reason the screen goes black is that you have two viewport tracks and the second picture is being wiped into the second viewport, which starts out black. The best way to avoid this is to put the second track in a separate scene.

TWO WIPES IN TWO SCENES

If your two pictures are the same size, display mode (LoRes, HiRes, Interlace), and depth (number of colors), you can use the same viewport for both. You do this by putting your picture tracks in different scenes. When the first scene is over, unless you have released the viewport, the picture's viewport is still available.

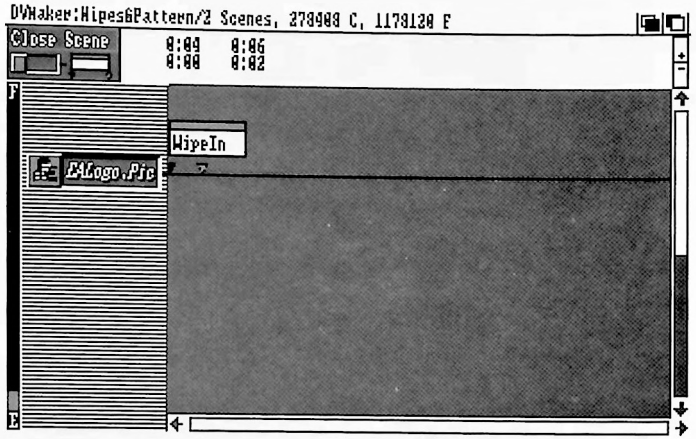


Figure 5.5 *The 2 Scenes Scene Script*

At the start of the second scene, DeluxeVideo looks for an unused viewport to wipe in your new picture, if there is a compatible viewport available, it is used. This exact situation is set up between the first and second scenes of our video. Play the video and notice how the third wipe effect wipes one picture over an existing picture.

If you look at the script for the first scene, 2Wipes, of this video, you'll notice that we have a Release effect on the EALogo.Pic track. It is always a good idea to release unneeded viewports as you leave a scene. The viewports require memory, and also, if you want your next scene to wipe into a particular viewport, it is wise to make certain that that is the only viewport available. Otherwise you might wipe the picture into a viewport that isn't visible at the moment.

WIPING IN A PATTERN

The third scene of our video shows another way to wipe one picture in over another. You can use the Pattern effect to make a pattern of a picture track. If there is a Pattern available when a Wipe effect begins, the Wipe effect wipes in the Pattern.

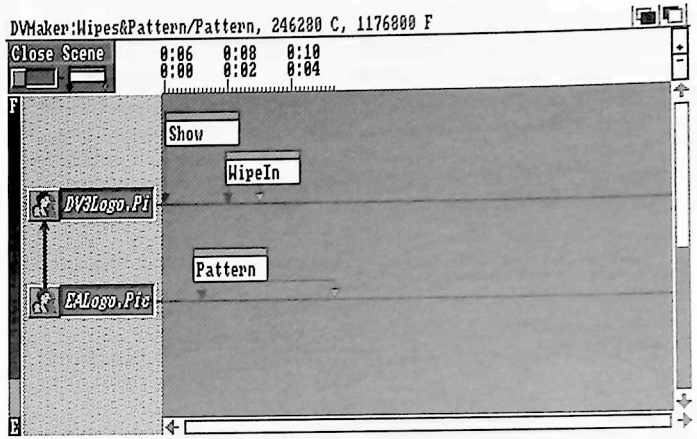


Figure 5.6 *The Pattern Scene Script*

Open the third scene, Pattern, in our video. You'll see that there are two picture tracks, but that the second picture track is attached to the first and it has only one effect, Pattern. This tells DeluxeVideo that the second picture track is to be used as a pattern for the first picture track, rather than to have a viewport of its own. (If the second picture track were not attached to a viewport, the Pattern effect would cause an error when you played the scene.)

If you play this scene, you see that the second picture track is wiped in over the first picture track. Note that the WipeIn effect still goes on the valid viewport track, because this is the viewport you are wiping into.

MULTIMEDIA

This video demonstrates the use of a Control track and GoTo effects on Brush tracks to control the branching of a video. Before you read the rest of this section, take a look at the video. Bring up the Control Panel to see what happens in the Counter area when you click the buttons: the button for Business presentations jumps forward to 5 seconds on the counter; Entertainment jumps forward to 10 seconds; Education jumps to 15

seconds; and Training jumps to 20 seconds. Each of these buttons is a brush in the video, and clicking on one activates a GoTo effect that branches to a different point in the video. At the end of each branch, another GoTo effect on the Control track sends you back to the beginning of the video for another choice.

Now that we've gotten through that synopsis, let's take a look at the actual scene script.

THE WAIT AND GOTO EFFECTS

Scroll down to near the bottom of the Scene Script so that you can see both the Tra-Button track and the Control track in the window. If you choose Screen>Interlace from the Options menu, you will be able to see more of the tracks and effects on the screen at one time.

First let's look at the Tra-Button track.

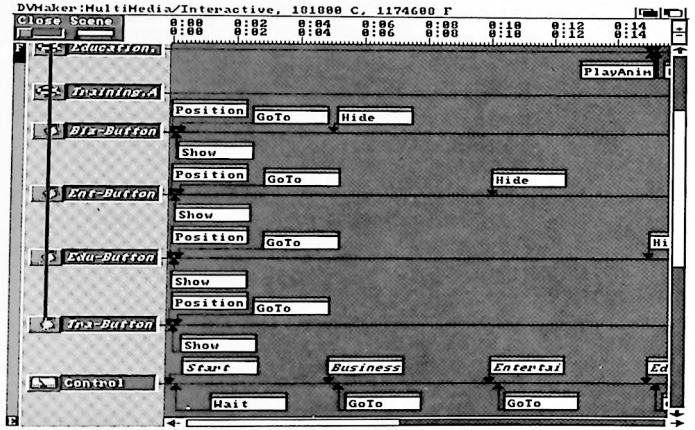


Figure 5.7 *Beginning effects on the Tra-Button track*

The Position and Show effects at the beginning of the Tra-Button track place the brush in the correct spot on the screen and make it visible. The next effect is a GoTo. This effect points to a label on the Control track so that clicking the button in the video sends you to a different point in the video. (If you double-click on the GoTo effect, you will see that it points to the Training label on the Control track. We'll look at that section of the video next.) But how does it know you want to go there? The Wait effect on the Control track tells the video to wait for you to give input.

If you display the Start time for the Wait effect, you'll see that it is set at 0.16 seconds. If you display the Start times for the GoTo effects on the four tracks above the Control track, you'll see that these effects are also set at 0.16. The first thing the video does after it shows the picture and all of the brushes is to wait. It waits until you click on one of the buttons (brushes) with a GoTo effect at the same time as the Wait (or before it). When you click the button, the video jumps to the label for the appropriate GoTo. In the case of the Tra-Button, it jumps to the Training label on the Control track. Let's look at what happens at that point in the video.

GOTO AND LABEL EFFECTS

Scroll over to 20 seconds into the video on the Control Track. This is where you'll find the Training Label effect. When you click the Training button, the video jumps to this label effect and plays for 0.18 seconds before it finds another GoTo. If you double-click on this GoTo effect, you'll see that it sends you back to the Start label at the beginning of the video.

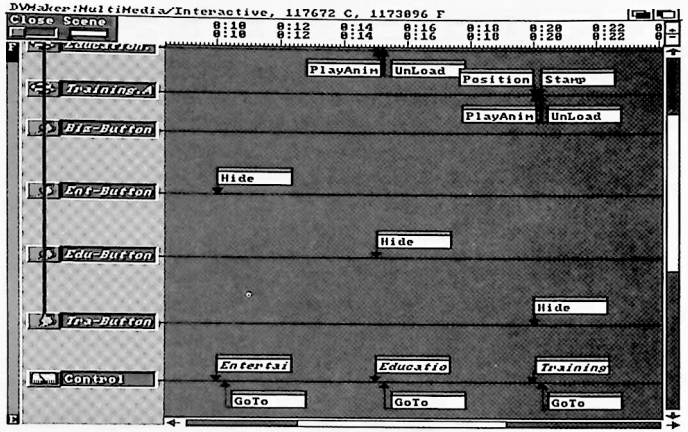


Figure 5.8 *Training Label and related effects*

During the 0.18 seconds between the Training label and the GoTo, the video plays an AnimBrush track called Training.AnBr. This brush gives you the TV static and the training picture in the TV screen. The Stamp effect at 20.14 stamps the brush on the screen before control returns to the Start of the video again.

SUMMARY

(Boy, you know this stuff must be important if we include a summary.) Here's what you should have learned from this example:

- The combination of a Wait effect on the Control track and GoTo effects on Object (brush, AnimBrush, Box, Textline) tracks causes the video to wait until you click on one of the Objects. When you click on an object, its GoTo effect can branch you to another part of the video.
- If the end of your branch uses another GoTo to send you back to the beginning of the video, you can have multiple interactions with the same control structure (Wait/GoTo) and thus create a truly interactive video

JOYSTICK

This example is similar to the MultiMedia example in that it shows how to use the Control track to create an interactive video. In this example, you use a joystick to control the interaction instead of clicking on buttons. You'll need a joystick connected to the second port for this video to work properly.

The Joystick effect lets you declare a label for each direction on the joystick and for its button.

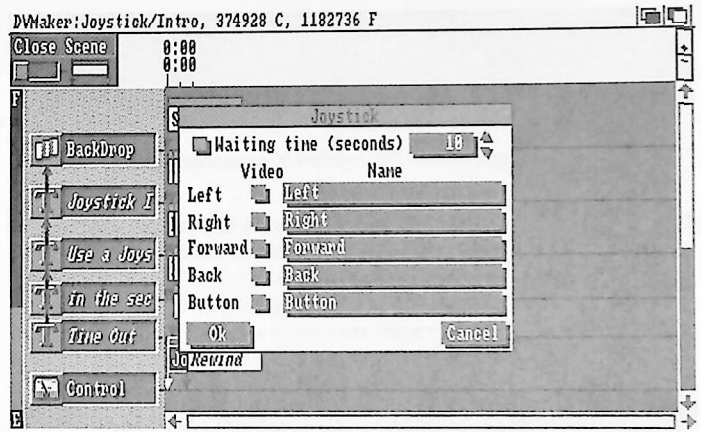


Figure 5.9 *The Joystick requester in the Intro Scene Script*

In this video, we've created a scene for each direction and the button. The Intro scene waits for you to move the joystick or press the button, when you do, it jumps control to the scene with the same name as the direction on the joystick. For example, if you push Forward, Control jumps to the scene labeled Forward. That scene in turn waits for you to give more joystick input. If you move the joystick again, it jumps you to the appropriate scene. If you don't move the joystick, it sends you back to the beginning.

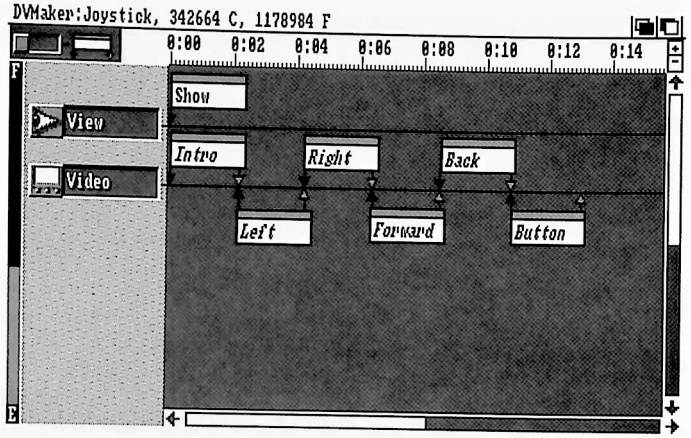


Figure 5.10 *The Joystick Video Script*

Our scenes simply display a line of text showing you which joystick input you gave, but you could just as easily jump to a picture of a cave with an animated dragon.

SPECIAL EFFECTS

This video is a good example of how to use the Options effect to change the way the screen is drawn as a brush moves. It also shows how to use the Pickup effect to pick the image up off the screen. We'll explain this video scene by scene.

THE RESTORE PATTERN DISPLAY OPTION

In the Wipes&Pattern video, you saw how to use a picture as a Pattern behind another picture and then wipe it into the viewport of the first picture. The ShowPict scene in the SpecialEffects video places a pattern behind a blank BackDrop and drags a brush across the BackDrop while it is in Restore Pattern setting. This has the same effect as wiping in the pattern.

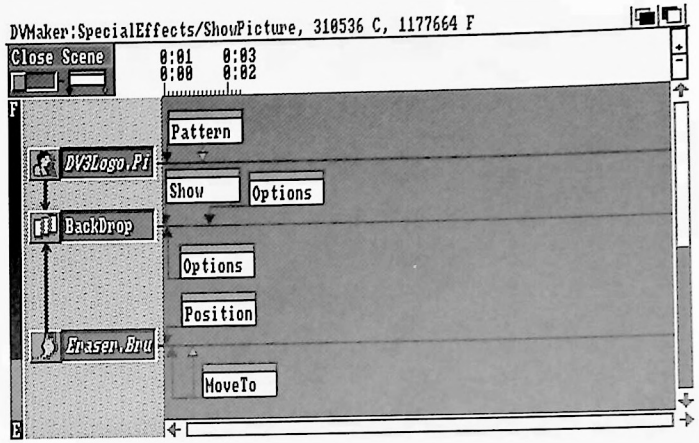


Figure 5.11 *ShowPict Scene Script*

The key effects in this first scene are the Pattern, Options and MoveTo effects. The Pattern effect on the Picture track makes the picture a pattern behind the BackDrop. The first Options effect sets the display type to Restore Pattern. (You can confirm this by double-clicking on the Options effect.) The MoveTo effect moves the Eraser brush across the screen. As the brush moves across the screen, the pattern is restored behind it instead of the original BackDrop. Once the picture has been "restored" into the BackDrop viewport, a second Options effect is used to return the display option to Save and Restore.

PICKING UP THE PIECES

The Break scene uses a BackDrop viewport track also. Note the Continue effect at the very beginning of the BackDrop track. This effect causes the contents of the previous viewport to be carried over into this BackDrop viewport, so you see no change in the picture when the scene begins. The Options effect sets the display option to Restore Black. In this setting, dragging a brush across the screen leaves black behind it.

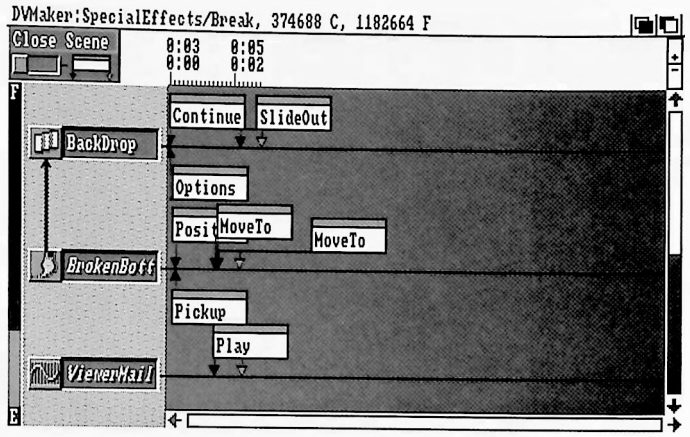


Figure 5.12 *The Break Scene Script*

The Broken Bottom brush track is positioned in the bottom half of the screen. If you preview this brush, you will see that it has jagged edges at the top to simulate broken glass, but it is all white. It doesn't need to be colored, because the track uses a Pickup effect to pickup the colors of the BackDrop track at the same time the brush is positioned.

To simulate the effect of breaking glass, the first MoveTo effect moves the Broken Bottom brush just a little bit downward. When the brush moves, it leaves behind black, so it looks like the screen broke. The sound effects reinforce the illusion. The second MoveTo effect drops the brush out of the screen while the Slide Out effect on the BackDrop track removes the top half of the picture.

MORE ERASING

The Pattern and Black scenes repeat the use of the Restore Pattern and Restore Black display options to erase the picture back into the screen and then erase it out again.

VIEWPORTS

This video demonstrates the manipulation of two viewports on the screen simultaneously. One viewport plays an Anim and the other displays a HAM picture. DeluxeVideo III makes it easy to display more than one viewport at a time. If you're making a standard video, you want to avoid having two viewports open at once—it just gets confusing. But if you want special effects that require multiple viewports, by all means, try it. You'll find a lot more information about viewports and related matters in *Appendix A: Some Technical Information.*

RELATIVE MOTION

This video demonstrates relative motion. If you open the Mermaid scene, you'll see that an Bubbles animbrush is attached to a Fish brush which is attached to the Mermaid picture. Just about everything in this picture is attached to something else. The advantage of relative motion is that it lets you move several parts in harmony by attaching them to a single part. For example, the Bubbles animbrush doesn't need a MoveTo effect of it's own because it is attached to the Fish brush and moves with it. You don't have to think about moving the Bubbles, they just follow where they belong.

CREDITS

This video contains two credits examples. Since the credits are created as Text Lines, you can change the text at any time and thus use this video as a template for credit sequences of your own. There are a couple things you should know about this example:

- The Text Lines are attached to one another, rather than all being attached to the BackDrop. In the Crawl scene, only the first TextLine is attached to the BackDrop, the others are each attached to the brush above it. This makes it possible to string many lines of text together and move them together with a single MoveTo effect on the first TextLine track. If you are working on a one megabyte machine, you will likely have to use this method to create a long string of credits.

- The disadvantage of attaching all of the text lines together and moving them with a MoveTo effect is that the scrolling will not be especially smooth.
- To create smoother scrolling credits, you should make your BackDrop large, attach the brushes to the large BackDrop and use a Scroll effect to scroll the backdrop. The ScrollingBG example, below, shows how to scroll a large picture or BackDrop.

SCROLLINGBG

Scrolling backgrounds are a great way to create a long sequence out of something that would normally be very short. This video takes an oversize picture and scrolls it across the screen. At the same time, an animated car brush drives onto the screen and stays in the center as the background moves. The effect is that the car is moving.

We'll just mention a couple of points about this example and then list some stuff you should know about creating a scrolling background.

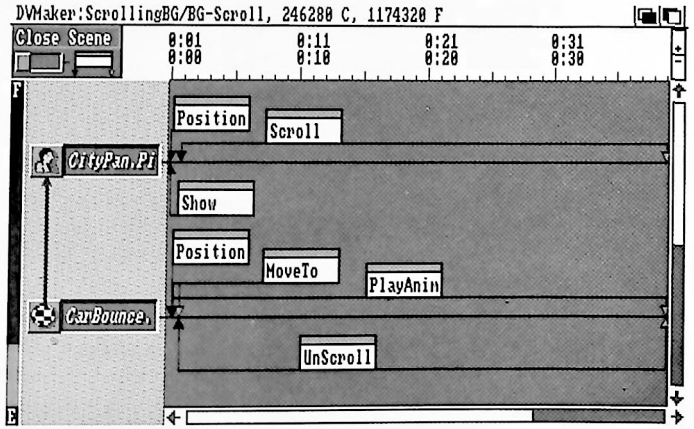


Figure 5.13 *The BG-Scroll Scene Script*

When you play this video, the car moves onto the screen before the screen begins to scroll. This is accomplished with a simple MoveTo effect that moves the CarBounce animbrush from off left to center screen. Notice that the end of the MoveTo effect, the beginning of the Scroll effect on the CityPan track, and the beginning of the UnScroll effect on the CarBounce track all coincide. You need to have an UnScroll effect to hold the car in the center when the picture begins to scroll.

Here are a couple of things you should know about scrolling:

- The picture must be bigger than its viewport or else you can't scroll it. In other words, if the What dimensions in the What and Where requester are the same size as the picture, you can't scroll it. If you want to prove this, you can open the Scroll effect and set the picture to scroll on the Y axis. It won't scroll, because the viewport is exactly as high as the picture.
- If you want your picture to scroll smoothly, you should set the pixels and jiffies settings so that dividing one by the other results in a whole number. If your division gives fractions, you won't get a perfectly smooth scroll, because DeluxeVideo can't scroll in fractions of pixels or jiffies, so it jumps every once in a while to keep the pace at what you asked for. In our example, the picture scrolls 10 pixels for every 2 jiffies. This divides to the whole number 5, so the picture scrolls smoothly.

TUNE

This is another interactive video that asks you to choose whether you want your audio output played on the Amiga or through MIDI equipment (assuming you have some hooked up).

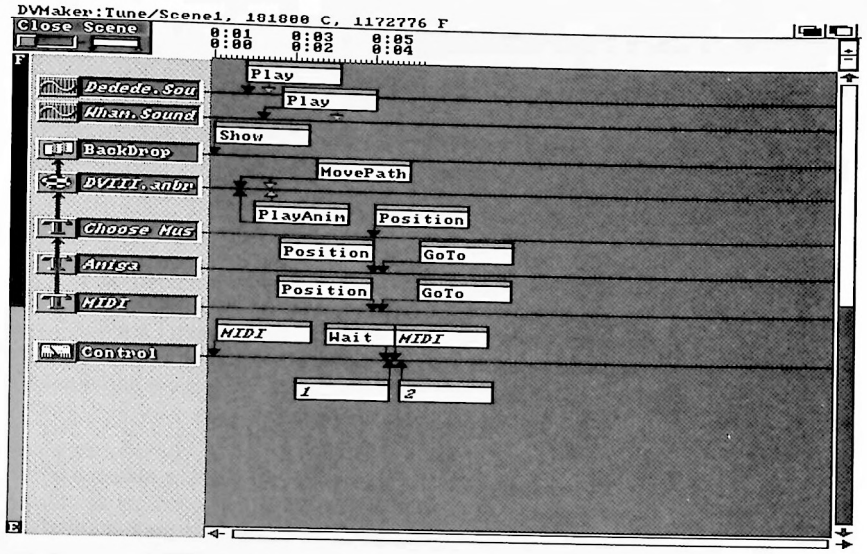


Figure 5.14 *The Scene1 Scene Script*

Only the first scene of this video is remarkable. It uses Button effects on the Control track to turn on MIDI, and uses GoTo effects on TextLine tracks with a Wait on the Control track to allow mouse interaction. Take a look at the MultiMedia example if you haven't already. It is a more complex example and we describe it in more detail.

NOTES

A TIP ABOUT USING THE REFERENCE SECTION

The Reference section, as its name suggests, is not intended to be read straight through. Instead, refer to this material when you want or need more information about a particular program feature or function. When you want more information about an feature, you can look it up in the Index and then find it in Reference, or look immediately in the Reference for the part of DeluxeVideo III that you're using.

OVERVIEW

DeluxeVideo III is a collection of four versatile programs that let you combine different kinds of data to make complete audio-video presentations. The programs are DVMaker, DVMover, DVPlayer, and InstantSlideShow. Each program has an important and unique function in creating and playing DeluxeVideo III presentations.

- DVMaker lets you introduce sounds, images, and animations, (all referred to as *Parts*) that have been created with other Amiga programs, and combine them into a coordinated presentation called a *video*.
- DVMover copies videos and associated data files to another disk.
- DVPlayer plays videos.
- InstantSlideShow can quickly create a video which displays a series of pictures.

Each DeluxeVideo III program has its own reference section; and each is organized so similar options and features are located close to each other.

PARTS

A Part in DeluxeVideo III is any object or piece of data used in a video. Parts are such things as pictures, sound effects, or animations created in DeluxePaint III. These Parts are then put together using DVMaker to form a complete video, which controls how the Parts are introduced, presented, and removed.

Rather than combining all of the data in a video into one large file, each Part is saved as a separate file on disk. When a video is played, DeluxeVideo opens the file and loads the Part into memory. This lets you make changes to any Part without having to rebuild the video. For example, you can make a sketch of a background picture in DeluxePaint and then create a video using that picture. After you've created the video, you can go back to DeluxePaint and complete the sketch; the video will then play just as before, but with the newly finished picture.

Keeping all of the Parts in separate files, while it makes modifying them easy, means that DeluxeVideo III must know where they are to load them. That's why DeluxeVideo III always records the full drawer specification for every Part you use.

Having each Part in a separate file also complicates the task of copying a video to a different disk. In addition to copying the video file itself, you must copy each Part file used in the Video, and the drawer specification for each Part must be changed. The best way to do this is to use the DVMover program to move videos from one disk to another.

When a Part is loaded, DeluxeVideo III tries to open the file with the drawer specification listed in the video. If this fails, DeluxeVideo III tries again for every drawer in the "search path."

PART TYPES

There are 7 different Part types in DeluxeVideo III. Each Part type is explained below.

ANIM

An Anim is an animated picture created by DeluxePaint III or other Amiga software that uses the Anim standard file format.

ANIMBRUSH

An AnimBrush is an animated brush created by DeluxePaint III.

BRUSH

A Brush is a standard IFF file of any size or resolution mode. Normally this is a raster saved as a brush by DeluxePaint or other paint program.

INSTRUMENT

An Instrument is an IFF 8SVX file of a musical instrument compatible with DeluxeMusic or Instant Music.

PICTURE

A Picture is an IFF file of any size or mode. Normally this is a full screen raster saved by a paint program such as DeluxePaint, but it can also be a brush that is smaller than 320 x 200. If the picture is a title surrounded by a region of color 0, you can save it as a brush and use it as a picture in DeluxeVideo III, thus using less Chip memory.

SOUND

A Sound is an 8SVX file containing a sampled sound.

TUNE

A Tune is an IFF SMUS file created by DeluxeMusic, Instant Music or other Amiga program. Up to eight tracks of music are supported by DeluxeVideo III.

DVMAKER

Because DVMaker is the heart of DeluxeVideo III, you should understand, in detail, how it works and how it relates to the other parts of the program. DVMaker can combine pictures, animations, sound effects and music to make a complete *video* presentation. The raw materials of DVMaker are pictures drawn in programs like DeluxePaint or DeluxePhotoLab, animations created with DeluxePaint III, and music composed in a program like DeluxeMusic. DVMaker lets you combine these separate data elements any way that pleases you. The result is a video, which you can play back on your Amiga, record on videotape, or broadcast as a live video signal.

HIERARCHY

When you load the DVMaker program, the basic Video Script appears. This Video Script is a graphic representation of a specialized *shooting script* on which you position the various elements of your video. It's the highest level of the hierarchical structure that DeluxeVideo III uses to organize diverse data elements for your video.

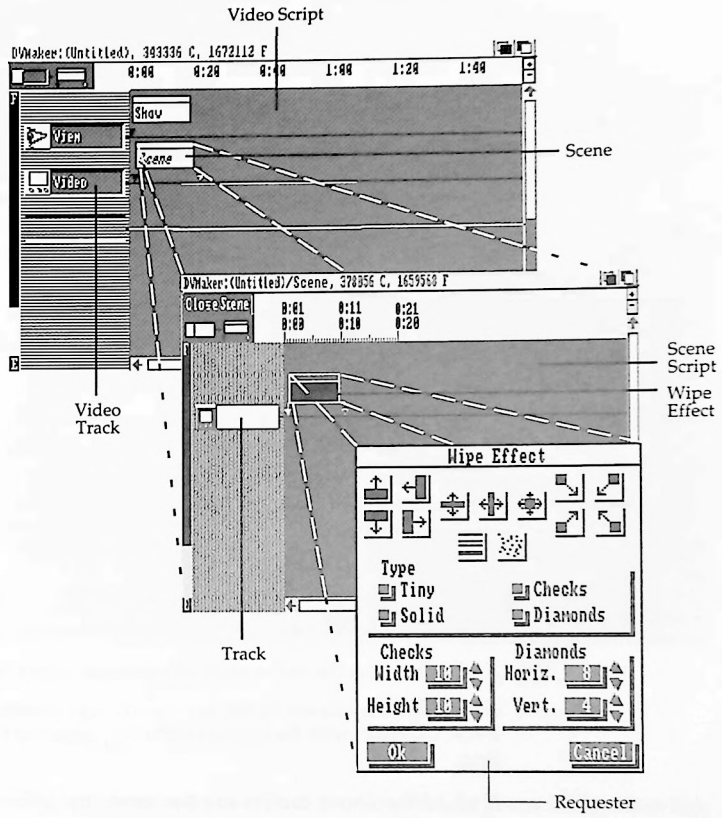


Figure 6.1 *The Hierarchical Structure of DVMaker*

A Time Line runs across the top of the screen, and tracks that control various data elements in DeluxeVideo III appear on the left (View and Video). These tracks are like the sound or music tracks in a movie.

On each track you can position effects (like Scene on the Video track in Figure 6.1). Effects give you precise control over how the data on each track is presented, and when the data begins or ends. Within a given

track you can place any number of scenes, which are more detailed representations of the tracks and effects within a portion of the video.

In short, a complete video consists of a Video Script, which has a number of tracks. Within the Video Script there may be several scenes, and each of these may have its own Scene Script and accompanying track(s). Finally, you can place effects on both the video and scene tracks, which control the nature and timing of the events that occur in the video.

The information in this Reference section reflects the hierarchical order of DeluxeVideo III.

EXECUTION ORDER

The order of events (that is, tracks and effects) in a Video or Scene Script is important, because you'll usually want the elements of your video to play in a precise sequence. A cue to execution order is how the track and effect boxes appear on the screen. The effects are drawn in the order they'll be executed. DeluxeVideo III follows these rules when it plays a video:

- The effect with the earliest start time starts first.
- If start times are the same, the effect on the highest track starts first.
- If effects are on the same track, the leftmost effect starts first.
- If the effects boxes are in the same horizontal position on the same track, the effect with the highest vertical position on the screen starts first.
- If all of the above factors are the same, the effect added first is executed first.

DVMAKER—SCRIPTS

DVMaker uses two kinds of scripts, the Video Script and the Scene Script, to display your work. The Video Script is a high level description of the complete video action and the Scene Script is a detailed description of what goes on in a given part of the video, called a scene.

VIDEO SCRIPT

The main screen in DVMaker is a graphic representation of a shooting script, which displays the events that make up a video. This representation is called the Video Script. It consists of tracks, effects, and scenes, which may contain Scene Scripts (see Figure 6.1).

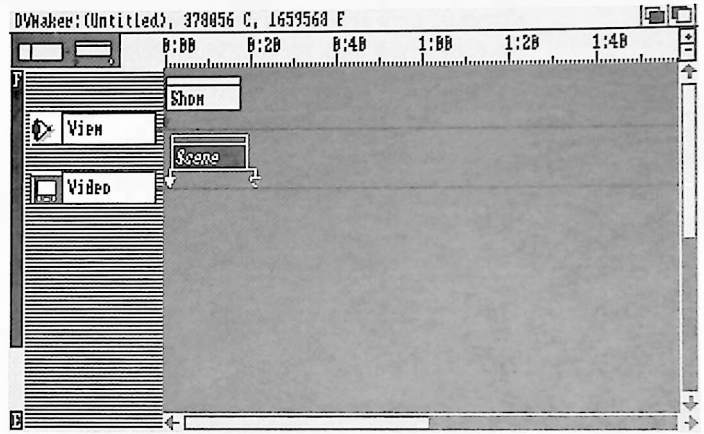


Figure 6.2 *Video Script*

ADD AREA

The Add Area contains a Track icon (on the left) and an Effect icon (on the right). Use the Add Area to create (add) new tracks and effects to a Video Script.

TRACK AREA

This is where you place new tracks. Each track has an icon that represents its type, and a name describing the track. Every track has three main sections. See also Figure 6.5.

- Attach Box

- Drag Box
- Time Line

You can move tracks by clicking on the Drag Box, holding down the mouse button, and dragging the track to a new location.

★ The Attach Box functions *only* in tracks in a Scene Script.

ADDING A TRACK TO YOUR VIDEO
To create a new track for your Video Script:

▶ Press and hold down the left mouse button on the Track icon in the Add Area.

▶ Drag the (blank) track down into the Track Area and release the mouse button.

A requester displaying the types of available tracks appears.

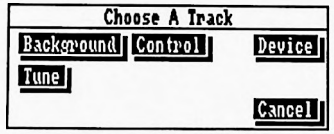


Figure 6.3 *Choose a Track (With Expert selected)*

★ You can select Expert mode to see the greatest number of track types. (See **Expert** under the Options Menu, below).

▶ Click on the type of track you want (or click Cancel to return to the Video Script).

If the type of track you select requires that you add data to the video, the Parts requester (Figure 6.41) appears automatically. See *Parts Menu*, below for more information on this requester.

▶ Click on the data you want from the Parts requester.

▶ Click the Select button to confirm your choice(s).

The Parts requester disappears and the track (the data) is added to the video.

EFFECT AREA

Video effects are placed on tracks in the Effect Area. Each effect has a name and arrows indicating its start and end times. You can move effects by dragging the name area of the box. You can also drag the start and end arrows to move them.

ADDING AN EFFECT TO YOUR VIDEO
To create a new effect for a track in your Video Script:

▶ Press and hold down the left mouse button on the Effect icon in the Add Area. The Time Window (see below) appears over the Track Area of the script.

▶ Drag the outline of the blank Effect icon into the Effect Area and position its "flag pole" over the Time Line of the selected track where you want the effect to occur.

▶ When you've positioned the effect, release the mouse button.

A requester displaying the types of available effects appears.

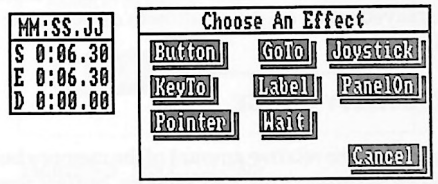


Figure 6.4 *Choose an Effect (for the Control track in the Video Script, with Expert selected)*

★ You can select Expert mode to see the greatest number of effect types. (See **Expert** under the Options Menu, below.)

▶ Click on the type of effect you want (or click Cancel to return to the Video Script).

TIME WINDOW

When you drag an effect, the Time Window appears over the Track Area of the script. This indicates the start (S), end (E), and duration (D) times of the effect you're dragging. The units in the window are (MM=Minutes, SS=Seconds, JJ=Jiffies [1/60th of a second]). Times are displayed in the units you've set in the Video track. Use the readings in the Window to accurately position the effect in the script. When you're in the Video Script, it shows times relative to the video; when you're in a Scene Script, it shows times relative to the scene and to the video.

TIME BAR

The Time Bar shows the time taken by the effects, with the time increasing from left to right.

TIME SCALE BUTTONS

These buttons allow you to increase or decrease the amount of time displayed in the Time Bar. Click on the + button to increase the amount of time displayed; click on the - button to decrease the amount of time displayed.

SCRIPT CAPACITY GAUGE

This gauge shows the relative amount of the memory buffer used for the Script you're editing. You can change buffer sizes by selecting **Memory>Buffer Sizes...** from the Options menu.

TRACKS

A track defines what the video presents. There are six types of tracks in DeluxeVideo III:

- Setup (Video and View)
- Audio (Sound and Tune)
- Control
- Expert (Background, Device)
- Object (AnimBrush, Box, Brush, Textline)
- Viewport (Backdrop, Anim, Picture)

In the Video Script, only four track types are available: Setup, Audio (the Tune track only), Control, and Expert tracks. See *Tracks and Effects in the Video Script*, below. In the Scene Script, Audio (the Sound track only), Control, Expert, Object, and Viewport tracks are available (see *Tracks and Effects in the Scene Script*, below).

★ To create a new track in either a Video Script or a Scene Script, see *Adding a Track to Your Video* under *Track Area* above. Unless otherwise noted, your video can have up to 255 tracks of any track type.

All tracks share three common elements: the Drag Box, the Time Line, and the Attach Box. Because the Attach Box functions only in tracks in a Scene Script, we'll discuss it under the section *Tracks and Effects in the Scene Script*, below.

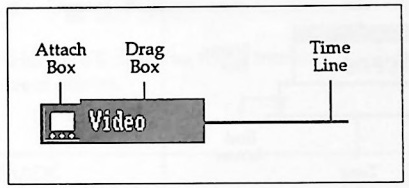


Figure 6.5 *Track Diagram*

DRAG BOX

Move a Track

Use this area of a track to move the track.

▶ Place the pointer over the Drag Box of the track you want to move. Press and hold down the mouse button.

▶ Drag the track up or down in the Video Script.

▶ Release the mouse button to position the track at the new location.

TIP

To move a track *and all tracks below it*, hold down the left Amiga key while dragging the track.

TIME LINE
This portion of the track extends into the Effect Area. This is where effects are placed on the track, showing their beginning and ending times, and duration.

EFFECTS

Creating an Effect

An effect defines *how* a track acts. You create an effect by dragging the Effect icon down from the Add Area and releasing it over a track in the Effect Area. Some effects display an effect requester when you select them, where you can specify exactly how the effect works. In this Reference, each effect requester is described in the section about the effect itself.

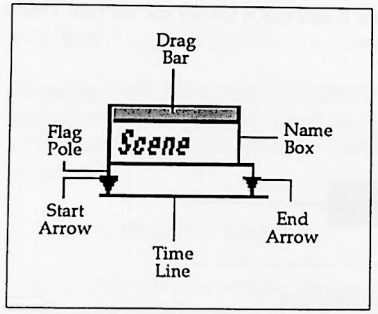


Figure 6.6 *Effect*

To change the start time of an effect, press the mouse button down on the Start arrow and drag it left or right; the end time moves with the start time.

Holding down the left Amiga key while you drag the start time moves all effects on the TRACK with a start time later than or equal to the start time of the effect you're dragging.

Holding down the right Amiga key moves all effects in the SCRIPT with the same or later start time.

To change the end time, press the mouse button down on the End arrow and drag it left or right. To change both the start and end times while keeping the duration constant, press the mouse button down on the Drag Bar and drag the entire effect left or right.

To re-position the effect without changing the start or end time, press the mouse button down on the Name Box and drag the effect.

★ Some effects are instantaneous and have no end arrow.

TRACKS AND EFFECTS IN THE VIDEO SCRIPT

There are three types of tracks that can appear in a Video Script:

- Setup (Video and View)
- Audio (Tune)
- Expert (Background, Control, and Device)

Here we'll describe these tracks (in alphabetical order) and their associated effects.

BACKGROUND TRACK

Background is an Expert track, which is used to manipulate multiple viewport effects (see Appendix A). Only *one* Background track can appear in the Video Script. Probably the only time you'll need a Background track is in a scene in an interactive video. If you have a scene the user can GoTo, you may need a Background with Hide and Purge effects to free up memory used in the scene from which you came.

★ Background tracks are only available *after* you select **Expert** from the Options menu. As with other Expert tracks, you can place Background tracks in both Video and Scene Scripts (one for each Script). You can't attach Background tracks to other tracks.

BACKGROUND EFFECTS

HIDE
Makes all but the frontmost viewport invisible. If you have several visible viewports, it's just like having a Hide effect on each one.

PURGE
Does an Unload effect on all hidden viewports and discards all unused Parts to free up more memory.

CONTROL TRACK

Only *one* Control track can appear in the Video Script. You can use it to control the speed and sequence of the video. In particular, the Control track lets you make an interactive video. Effects available for the Control track include, among others, KeyTo, which lets you choose the video or scene to display next; and Button, a combination of GoTo and Wait, which lets you click on any object in the middle of a video to display a new video or scene.

CONTROL EFFECTS

BUTTON
A Button effect can duplicate any *one* of the actions and modes of the Control Panel (see *Control Panel* in this Reference section). When you choose this effect, the Control Panel Button requester appears. Click the appropriate check box to select what you want. Click the On box to activate a Modes selection. The Joystick and Tune videos on the DVExamples disks each contain an example of a Button effect. See Chapter 5, *Video Effects*, for more information.

GOTO
This effect causes the video to jump to the beginning of another video, a scene, or a Label. If the Video box is not selected, the program looks for a scene that matches the letters in the name (regardless of capitalization) specified in the GoTo requester (see Figure 6.7). If it doesn't find that scene, it looks for a matching Label within the current scene.

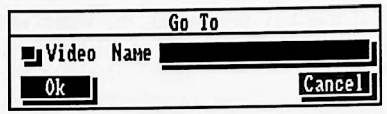


Figure 6.7 *GoTo requester*

Video — If this box is selected, the Name is interpreted as the name of a video. If it's off, the Name is interpreted as the name of a scene or a Label.

Name — Click here and type in the name of the video, scene or Label you want to go to. The path name isn't required if the video is in the same drawer as the video currently running.

JOYSTICK
If you've attached a joystick to Port 2 on your Amiga, you can use this effect to specify what video or scene to go to next, based on the movements of that joystick. If the Video box is not selected, the program looks for a scene that matches the name (case *insensitive*) specified in the Joystick requester (see Figure 6.8). If it doesn't find that scene, it looks for a matching Label within the current scene. The Joystick video on the DVExamples1 disk contains an example of a Joystick effect. See Chapter 5, *Video Effects*, for more information.

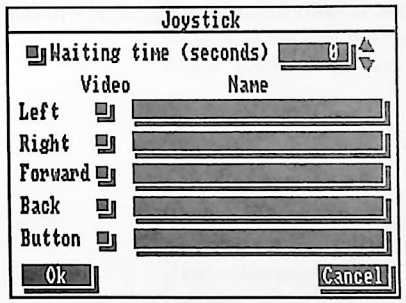


Figure 6.8 *Joystick requester*

Waiting — If this box is selected, the video waits for the time specified (in seconds) in the box for you to move the joystick. If no motion is detected the video resumes playing at the point of the effect. Click the up or down arrows to change the time, or click in the time box and type in a time.

Video — If this box is selected, the Name is interpreted as the name of a video. If it's off, the Name is interpreted as the name of a scene or a Label.

Name — Click here and type in the name of the video, scene or Label you want to go to. The path name isn't required if the video is in the same drawer as the video currently running.

The four directional boxes display the choices you can make by moving the joystick. The fifth box, Button, refers to the joystick's firebutton, which you can use to issue a GoTo effect.

KEYTO

This effect causes the video to jump to the beginning of another video, a scene, or a Label, depending on the key you press. If the Video box is not selected, the program looks for a scene that matches the name (case *insensitive*) specified in the KeyTo requester (see Figure 6.9). If it doesn't find that scene, it looks for a matching Label within the current scene.

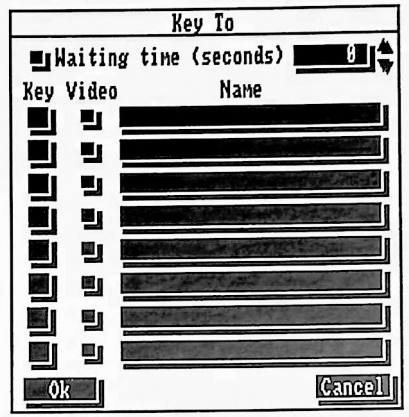


Figure 6.9 *KeyTo requester*

Waiting — If this box is selected, the video waits for the time specified (in seconds) in the box for you to press a key. If no key is pressed, the video resumes playing at the point of the effect. Click the up or down arrows to change the time, or click in the time box and type in a time.

Key — You can enter up to 8 different keys to wait for by clicking in the Key box and typing the key(s) you want to use. The keys are case *sensitive*.

Video — If this is on, the Name is interpreted as the name of a video. If it's off, the Name is interpreted as the name of a scene or a Label.

Name — Click here and type in the name of the video, scene or Label you want to go to. The path name isn't required if the video is in the same drawer as the video currently running.

LABEL
This effect, which is *not* available in the Video Script, provides a reference point for a GoTo or a KeyTo effect. Placing the Label effect means that the appropriate GoTo or KeyTo will start at this point (see GoTo and KeyTo effects above). *Labels can only be added within a scene.* When you create this effect, the Index requester appears.

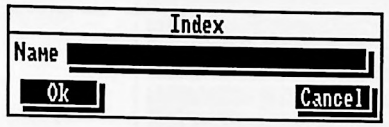


Figure 6.10 *Label (Index) requester*

Name — Click here and type in the name of the Label.

PANELON
Turns on the Control Panel for the duration of the effect. This is a useful effect when you're debugging your videos.

POINTER
Turns on the mouse pointer for the duration of the effect.

TIMESTEP
Temporarily changes the time step of the video (in jiffies). The default is 2 (jiffies), which equals 1/30th of a second.

WAIT
Causes the video to wait for the indicated time (in seconds) before proceeding. The default is 60 seconds. To change the Waiting time, click the Waiting time box, set a different number in the seconds box, and click Ok. If you use Wait in conjunction with GoTo effects on Brush tracks (see GoTo in the Effects list for the Scene Script, later in this chapter), you can control the video by clicking the mouse on an object. See the description of the MultiMedia example video in Chapter 5, *Video Effects*, for more information about Wait.

DEVICE TRACK

Device is an Expert track, intended for advanced users, which lets DeluxeVideo III communicate with an external device such as a genlock or a videotape recorder.

★ Device tracks are only available *after* you select **Expert** from the Options menu. As with other Expert tracks, you can place Device tracks in both Video and Scene Scripts. You can't attach Device tracks to other tracks.

You may need to do some programming to meet the requirements of your particular hardware, but this gives expert users the flexibility they need. To control an external device, DeluxeVideo III sends messages to another program that actually does the controlling. The messages are sent via an ARexx compatible message port.

★ Electronic Arts *cannot* provide technical or ARexx programming support to Device track users.

To use the Device track, see Appendix C: Using ARexx, below.

When you create a Device track, a requester (see Figure 6.11) asks you for the Port Name (the ARexx message port). Click in the window and type the appropriate port name (specified in your control program). Under Device Options, click the Critical box if you want the video to stop if the port fails to open.

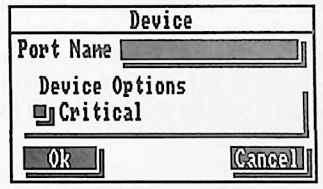


Figure 6.11 *Device Track requester*

DEVICE TRACK EFFECT

MESSAGE
This effect sends one or more ARexx compatible messages to the message port named by the Device track. When you create this effect, the Message requester appears.

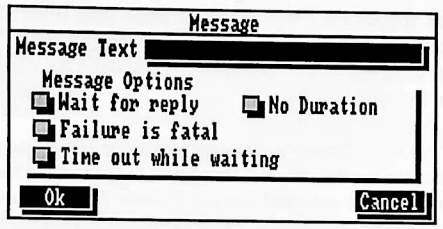


Figure 6.12 *Message requester*

Message Text — Enter the text of the message here by clicking in this box and typing. Typically, this is the name of a device command as specified in the device control program.

Message Options — Click the check boxes to choose these options (a highlighted check box is active). *Wait For Reply* means that DeluxeVideo III will wait for a reply from the device control program before continuing. *Failure Is Fatal* means that the video will stop if the device control program returns an error code. *Time Out While Waiting* is used with *Wait For Reply* to make the Video pause until the device responds. *No Duration* is used when the message is a command that is performed instantly; if this option is not checked, a continuous stream of messages is sent for the duration of the effect.

TUNE TRACK

Tune is a SMUS IFF file in a video. When you click Tune in the Choose a Track requester, the Parts requester appears (Figure 6.41). Find the tune you want in the On Disk window and click on it. If this is the first time you've loaded the selected tune in the current video, the Load these Instruments? requester appears. Click Yes to load the listed instruments, and then click Select to add the selected Tune track to your video.

If you want the end of your Tune to coincide with an event that takes place within a scene, determine the time inside the scene and then use that as the end time of the Play effect on the Tune in the Video Script.

★ You *cannot* place a Tune track in a Scene Script, nor can you attach a Tune track to any other track.

TUNE TRACK EFFECTS

LOAD
This effect opens the Tune file and loads it into memory, so when you want to play the Tune there's no delay for file loading. Use this effect sometime before a Play (Tune) effect. This makes the video run more smoothly because the program doesn't need to pause while the Tune loads.

Load doesn't have a requester. Simply place the effect where you want it.

PLAY
Plays the selected Tune. When you create this effect, the Play Tune requester appears (see Figure 6.13), where you can adjust how the Tune plays. Adjust any of the sliders by clicking on the arrows to the left and right of the slider or by dragging the bar in the slider to the position you want.

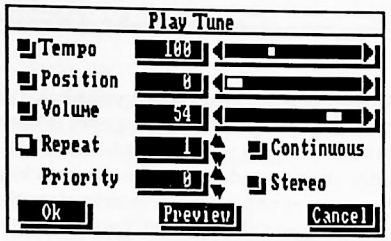


Figure 6.13 *Play Tune requester*

Tempo — Select this box to play the Tune at the tempo shown. The tempo ranges from 1 to 511 quarter notes per minute and can be adjusted with the slider.

Volume — If this box is selected, DeluxeVideo III uses the volume value at the right (from 0 to 127).

Repeat — Select to play the Tune repeatedly the indicated number of times.

Continuous — If this box is selected, the Tune is repeated for the duration of the effect. This is the recommended setting, because it's very difficult to synchronize a Tune with a Script.

Preview — Click on this to hear the Tune and test your settings. Click again to stop the Tune.

Click Ok to accept the settings and return to the Video Script; or click Cancel to return to the Video Script without changes.

★ You'll notice that Position, Priority, and Stereo are *grayed* out in the requester. Those three settings are used in Sound tracks. They are not used in a Tune track and cannot, therefore, be selected.

UNLOAD
This effect unloads the Tune and frees up the memory it was using. If the video has many Parts or Scenes, it's a good idea to Unload when the Tune is no longer being used.

VOLUME
This effect displays the Volume requester, where you can change the volume of the Tune *while it's playing*. It's a good idea to reduce the volume of a Tune just before the end of a Continuous Play effect.

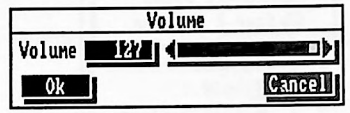


Figure 6.14 *Volume requester*

Type in the volume value (from 0 to 127), use the slider, or click on the arrow keys to change the value. Click OK to accept the new value and return to the Script, or click Cancel to return without changes.

VIDEO TRACK

When you boot DVMaker or create a new video (using New from the File menu), a Video track with an empty Scene effect is automatically created. A Video Script may have only *one* Video track. You can attach scenes to this track.

★ A Video track is never allowed in a Scene Script.

To manipulate the Video track, double-click on the Video track's Drag Box to display the Video requester.

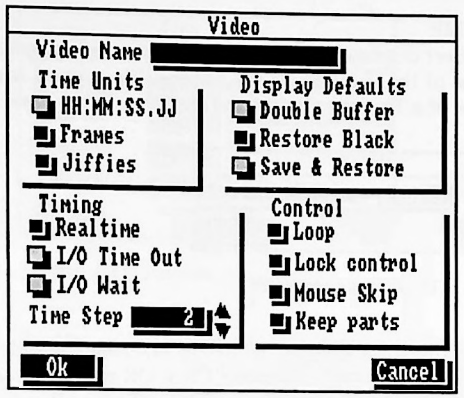


Figure 6.15 *Video requester*

Video Name — Displays the name of the current video. To change the name, click in this window and type. If you change the name of the video here, it's saved under the new name (when you save it).

Time Units — This area sets the display mode for any times shown in the video. Click on the appropriate check box to activate the option (the active option has a highlighted check box). Choose HH:MM:SS.JJ to get hours, minutes, seconds, and jiffies; click Frames to display times in 1/30th of a second (1/25th for PAL version Amigas); click Jiffies to display times in 1/60th of a second (1/50th for PAL version Amigas).

Display Defaults — Whenever you create a Scene effect, it has some default values. You can change these values within a scene, using the Expert effect options, or you can click on the scene to highlight it and use the **Change** option in the Scene menu to do the same thing.

Double Buffer is necessary for flicker-free brush animation, but it doubles the amount of memory required by the viewport.

Restore Black restores the background to color 0 as a brush moves over it.

Save & Restore displays any background underneath a moving brush.

Timing — This controls how DeluxeVideo III copes with any timing problems it encounters while playing a video. Click the checkbox to activate the option.

Realtime means that the video *clock* runs continuously, and DeluxeVideo III tries to catch up if it falls behind while displaying or loading data. Use this option only if you're trying to synchronize music with video action, *and you're playing a very simple animation.* Realtime works best if you're using a fast processor, like a 68030.

The *I/O Time Out* option means that the clock is stopped while DeluxeVideo III reads data in from disk. *This option is strongly recommended.*

The *I/O Wait* option means that the clock doesn't stop while DeluxeVideo III reads data from a disk; but if DeluxeVideo III falls behind the script, the clock is reset to the start of the next effect. This prevents DeluxeVideo III from getting too far behind. *This option is strongly recommended.*

The *Time Step* option shows the amount of time between display frames, in jiffies. Click the up or down arrows to adjust this. This value should be set at 2 for most videos.

Control — Turn these four options on or off by clicking on the corresponding check box.

Loop forces the video to play over and over again, starting each time at the beginning of the video.

Lock Control prevents a user from interrupting the video by accidentally hitting the keyboard or clicking the

mouse. This is useful for demos or training videos that you supply to others. *Lock Control* works only when a video is played by DVPlayer.

Mouse Skip lets you use the mouse buttons to skip scenes in a slide show. Use the left mouse button to skip to the next scene. Use the right mouse button to skip backward to the previous scene.

Keep Parts means that the parts are not automatically discarded when the video loops back to the start.

Click OK to accept the changes and return to the Video Script, or click Cancel to return to the Video Script without changes.

VIDEO TRACK EFFECT

SCENE
Only Scene effects can be placed on a Video track. Whenever you drag an effect from the Add Area to the Video track, that effect automatically becomes a Scene effect. These Scene effects can't overlap. Double-click the Scene effect to create and enter the Scene Script, where you can specify precisely the actions of a video. See *Scene Script* below for a description of the features available in the Scene Script.

VIEW TRACK

When you boot DVMaker or create a new video (using **New** from the File menu), a View track with a Show effect is automatically created. A Video Script may have only *one* View track. You can attach scenes to this track. A View track is present in every Video Script, but you *can't* add a View track to a video. This track controls the maximum size of any Viewport displayed during the video. Double-clicking on the View Drag Box displays the View requester, where you can set the parameters for the video.

★ A View track is never allowed in a Scene Script.

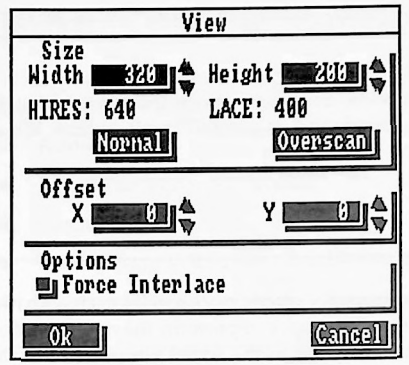


Figure 6.16 *View requester*

Size — Lets you set the overall maximum size of the video in LoRes units. Click on the up or down arrows of the Width or Height boxes to change the values (in pixels), or click directly in the box and type in new values. The value limits are 352 x 240 (352 x 290 for PAL) unless you're an expert user. If you're in Expert mode, the maximum values are 416 x 336. Click the Normal button to get the standard LoRes values, and click the Overscan button to get the standard overscan values. If you're going to show a 704 x 480 HIRES LACE overscan picture, set the sizes to 352 x 240.

Offset — Lets you set the number of pixels that the screen is offset from the origin. Click on the up or down arrows of the X or Y boxes to change the values, or click directly in the box and type in new values. Offset limits are x±16 and y±10 unless you're in Expert mode, in which case it's x±32 and x±20. You can use this option to center the view on your monitor. Only experts should set values outside the range ±16.

Options — Click this check box to get an interlaced view regardless of the mode of the viewports being displayed. *Use this option whenever you're recording a video onto videotape or broadcasting it.*

VIEW TRACK EFFECT

SHOW
Activates the View track settings for the entire video. Show cannot be deleted or opened, and is present in all videos. It's a non-eraseable default effect.

SCENE SCRIPT

A video is comprised of one or more scenes, each with its own script. The Scene Script (see Figure 6.1) represents the next level down in the video hierarchy and is similar to the Video Script in a number of important respects.

Scene Scripts are visually identical to Video Scripts with two exceptions: a Close Scene button appears above the Add Area (click this button to close the Scene Script and return to the Video Script), and the Time Bar shows two sets of time lines. The upper time line is for the Video Script, and the lower time line is for the Scene Script.

Like a Video Script, a Scene Script can have its own track(s) and effect(s). To open an existing scene on the Video track, double-click on the Scene effect. Whenever you add a scene (a Scene effect) to the Video track (by dragging down the outline of a new effect the to the Video track Time Line), the Scene Script opens automatically.

The Scene Script is the storyboard of the video, where you designate the exact data you want in the video; how it appears, how it's presented; and how it's removed. If you have a complex video with many different types of data presented in sequence, it's helpful to put that data into several scenes to make the organization simpler and allow you to manipulate the video more easily.

TIP

Because Scene Scripts share several common elements with Video Scripts, such as tracks and effects, the general track and effect information that appears in the Video Script section above (what tracks and effects are, how to add or move them, etc.) is not repeated here. You may want to consult those sections of the Reference for more information. Here we'll concentrate on track and effect details that relate *only* to scenes.

TRACKS AND EFFECTS IN THE SCENE SCRIPT

When you add a track to the Scene Script, there are five types of tracks from which to choose:

- Audio (Sound)
- Expert (Background, Device)
- Control
- Object (AnimBrush, Box, Brush, Textline)
- Viewport (Backdrop, Anim, Picture)

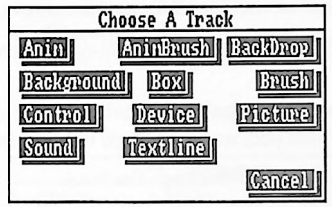


Figure 6.17 *Choose a Track (Scene Script, with Expert mode selected)*

We'll describe these tracks (in alphabetical order) and the corresponding effects they support.

TRACKS

You probably remember that all tracks share three common elements: the Drag Box, the Time Line, and the Attach Box. We discussed the Drag Box and the Time Line under Video Script, above. Here we need to describe the Attach Box, because tracks in the Scene Script (with the exception of Expert, Control, and Sound tracks), can be attached to one another.

Attaching one track (1) to another (2) is a simple way of making (1) follow the movements that you've specified for (2). Any new movements you program for the attached track (1) are relative to the movements of the base track (2).

ATTACH BOX

Use this area to attach one track to another. Any Object track is automatically attached to the nearest Viewport track above it in the Scene Script. The Attach Box shows a visual representation of the track type.

★ You *can't* Attach Audio or Expert tracks to other tracks or to one another. If you click on the Attach Box of one of these track types, a Problem requester states *Error 303: Can't attach to this track.*

To Attach one track to another:

Attach a Track

- ▶ Place the pointer over the Attach Box of the track to be attached.
- ▶ Press and hold down the mouse button; *Attach to* appears beneath the pointer.
- ▶ While holding the button down, move the pointer to the Attach Box of the track to which you want to attach the first track.
- ▶ Release the mouse button to attach the track.

ANIM TRACK

An Anim track presents a compressed animation sequence in the IFF standard format called Anim. These Anims can be created by DeluxePaint III or other Amiga programs. Anim tracks (like other Viewport tracks) are only allowed in Scene Scripts.

ANIMBRUSH TRACK

Controls animated brushes created with DeluxePaint III. These AnimBrushes can be played and moved about the screen. When you create an AnimBrush track, the Parts requester appears. Find the AnimBrush you want in the On Disk window, click it, and then click Select. See *Parts Menu*, below for more information about the Parts requester.

Because no Object track can be displayed unless it is attached to a Viewport track, an AnimBrush track is automatically attached to the Viewport (Anim, Backdrop, or Picture) track immediately above it when you bring it into the Scene Script. Later you can attach the Animbrush track to some other Viewport track, if you wish.

BACKDROP TRACK

A Backdrop track is created on the fly by DeluxeVideo III instead of being read in from disk. A Backdrop has the same color palette as the equivalent screen in DeluxePaint. Backdrop tracks (like other Viewport tracks) are only allowed in Scene Scripts. The SpecialEffects video on the DVExamples1 disk is a good example of how to use Backdrop tracks. See Chapter 5, *Video Effects*, for more information.

When you create a Backdrop track, the Backdrop requester appears.

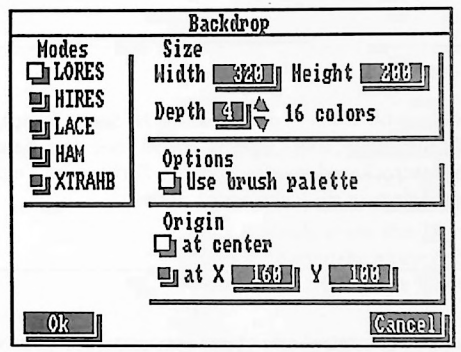


Figure 6.18 *Backdrop requester*

Modes — This area determines the resolution mode of the Backdrop. Click the check boxes to activate the option (the check box is highlighted to show the active option). These modes correspond to the basic Amiga resolutions. Illegal combinations of modes are prevented. LoRes is 320 x 200 by 32 colors, HiRes is 640 x 200 by 16 colors, and Lace doubles the vertical res-

olution of either of these modes. HAM is Hold-And-Modify mode where all 4096 colors can be displayed at once, which can also have double vertical resolution with Lace. Xtrahb (Extra HalfBrite) is 320 x 200 (or 320 x 400 with Lace) by 64 colors.

Size — This area lets you set the size and depth of the backdrop. The width and height may be set up to 1008 x 800 pixels. The depth controls the number of colors available; click on the up or down arrows.

Click the *Use brush palette* button so that the Backdrop takes on the color palette of any brush that is made visible. If several brushes are shown on a Backdrop, the palette changes with each new brush.

Origin — This area sets the origin point for the raster (see Appendix A).

BACKGROUND TRACK

One Background track is available in the Scene Script, only *after* you chose **Expert** from the Options menu. See the description of the Background track and its effects under *Background Track* in the section *Tracks and Effects in the Video Script*, above.

BOX TRACK

Use this track to control any object you create for your video while the video is playing. A box is a rectangular brush of a solid color with an outline and an optional shadow. Boxes are useful for surrounding text or setting off AnimBrushes or Brushes without creating more Parts.

Because no Object track can be displayed unless it is attached to a Viewport track, a Box track is automatically attached to the Viewport (Anim, Backdrop, or Picture) track immediately above it when you bring it into the Scene Script. Later you can attach the Box track to some other Viewport track, if you wish.

When you create a Box track, the Box requester appears.

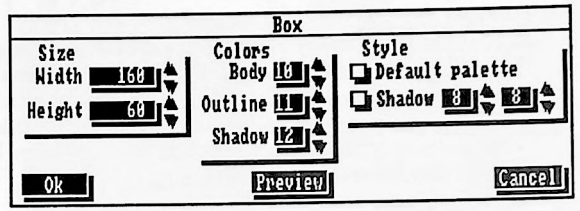


Figure 6.19 *Box requester*

Size — Click the up or down arrows to alter (in pixels) the Width and Height of the box. You can click directly on the numbers and type in a new value.

Colors — Click on the up or down arrows to select a color from 0 to 31. You can also click in the individual box and type the color number directly. This area controls the Body color, the Outline color, and the Shadow. Click the Preview button to display the Box. As you change the colors the Box reflects your choices.

Style — Click Default Palette to use DeluxePaint's default palette. If you don't click Default Palette, the palette of the attached track is used. Click the Shadow checkbox to put a shadow on the Box; use the up and down arrows to change the amount of offset (in pixels) for the shadow. The offsets are limited to plus or minus 64 pixels.

Click OK to accept the changes; click Preview to see what the Box looks like before accepting changes; or click Cancel to return to the Scene Script without placing a Box track.

BRUSH TRACK

Controls a DeluxePaint brush (or a brush from other graphics programs that allow you to save a brush). The number of Brush tracks that can appear in a Scene Script is unlimited. When you create a Brush track, the Parts requester appears. Find the brush you want in the On Disk window, click it, and then click Select. See *Parts Menu*, below for more information about the Parts requester.

Because no Object track can be displayed unless it is attached to a Viewport track, a Brush track is automatically attached to the Viewport (Anim, Backdrop, or Picture) track immediately above it when you bring it into the Scene Script. Later you can attach the Brush track to some other Viewport track, if you wish.

CONTROL TRACK

One Control track is available in the Scene Script. See the description of the Control track and its effects (Button, GoTo, Label, KeyTo, Label, PanelOn, Pointer, TimeStep, and Wait) under *Control Track* in *Tracks and Effects in the Video Script*, above.

DEVICE TRACK

The Device track is available in the Scene Script, *after* you chose **Expert** from the Options menu. See the description of the Device track and its effect (Message) under *Device Track* in the section *Tracks and Effects in the Video Script*, above.

PICTURE TRACK

This is the most basic Viewport track. It displays an Amiga IFF image in any resolution. Anim tracks (like other Viewport tracks) are only allowed in Scene Scripts.

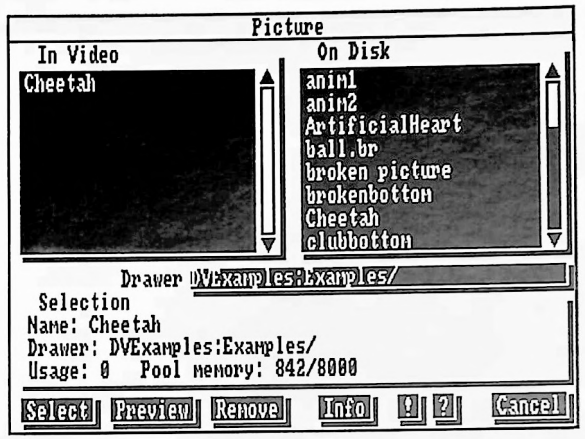


Figure 6.20 *Picture track*

SOUND TRACK

The Sound track is used for playing an 8SVX file in a scene. When you create a Sound track, the Parts requester appears. Find the sound you want in the On Disk window, click it, and then click Select. See *Parts requester* below, under *Parts Menu* for more information.

TEXTLINE TRACK

This track gives you an easy way to bring text into a video. When you add a Textline track, the font image is drawn into a memory buffer and then copied into your video file. When the video is played, the image is read from disk and displayed. So, once added to the video you no longer need the font. If you change the text, however, you'll need the font again to generate a new image.

Because no Object track can be displayed unless it is attached to a Viewport track, a Textline track is automatically attached to the Viewport (Anim, Backdrop, or Picture) track immediately above it when you

bring it into the Scene Script. Later you can attach the Textline track to some other Viewport track, if you wish.

When you create a Textline track, the Text Line requester appears.

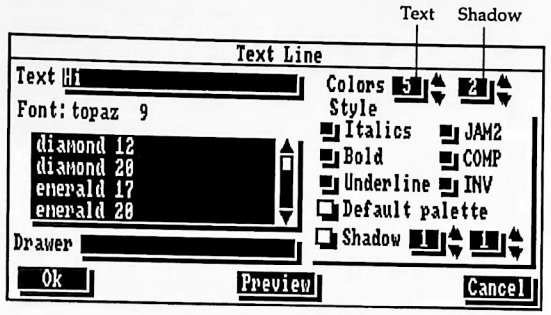


Figure 6.21 *Text Line requester*

Text — Click in this window and type the text you want to display. *Always* press Return after changing the text.

Font — Select the font you want by clicking it in the Font window. Click the arrows above and below the window's scroll bar or drag the slider to scroll the list of fonts.

Drawer — Click in this window and type in a different path to use fonts stored in a drawer other than your WorkBench. The original drawer is equivalent to *sys:fonts*.

Colors — Choose the primary and secondary colors for the text line (left box—primary) and its shadow (right box—secondary) by clicking the up or down arrows next to the color numbers. The colors number 0 to 31.

Style — Click on the box you want to set the style attributes of the text line. Any or all of these styles may be chosen simultaneously. Click Default Palette to use Deluxe-

Paint's default palette. If you don't click Default Palette, the palette of the attached track is used.

If you select the (drop) Shadow style, you may want to use the up and down arrows to adjust the offset of the shadow image. The box on the left controls vertical offset; that on the right controls horizontal offset. The default offset is 1 x 1 pixels.

You can also use this requester to choose from three color modes. JAM2 uses the primary color for the text and fills the box surrounding the text with the secondary color (rightmost box beside Colors). COMP complements, that is, reverses the bit pattern) the area in the video screen where the text appears. INV creates transparent text surrounded by the primary color. If both INV and JAM2 are selected, the primary and secondary colors are switched, which displays the text in the secondary color surrounded by the primary color.

Preview — Click the Preview button to see the text line as you enter it or make changes to it.

★ DeluxeVideo III supports color fonts, but you must run your color font utility before you use them in this program.

EFFECTS

Each track in the Scene Script has a corresponding effect or set of effects that you can use to refine your videos. The following is a description of all the types of effects that are used in DeluxeVideo III, together with notation showing the corresponding track or tracks, and whether the effect uses a requester.

★ Some Scene Script effects are designed for expert users. They are only available after you've chosen Expert from the Options menu. If you want to add an effect to a given track, but can't find it in the Choose an Effect requester, choose Expert and display the Choose an Effect requester again.

For example, if you have a Picture track to which you want to add a Back effect, you won't find Back in the Choose an Effect requester unless you have already chosen **Expert** from the Options menu. For purposes of the Picture track, Back is an Expert effect.

BACK

Tracks: Anim, Backdrop, Picture
Requester: No

Pushes the Viewport to the back of the viewport list. Usually, this effect is used to hide the current Viewport under another Viewport. You can use Back and Front (below) effects to flip between two pictures.

BUTTON

Track: Control

See Button under *Control Effects* in *Tracks and Effects in the Video Script* above.

CLEAR

Tracks: Anim, Backdrop, Picture
Requester: No

Clears a viewport to color 0.

CLRCYCL

Tracks: Anim, Backdrop, Picture
Requester: No

Turns on whatever color cycling information is defined in the Part's data file. Color cycling creates an appearance of animation by changing the color palette of the image. The color cycles must be set from within the paint program that created the Part.

CONTINUE

Tracks: Backdrop
Requester: No

Operates only on the BackDrop track, causing the BackDrop to adopt the dimensions and view mode of the Viewport at the top of the Viewport list. The Continue effect lets you use the front viewport (Backdrop) from the previous scene to begin the next scene. The Continue effect must occur at the beginning of the scene. Follow it immediately with an Options effect (select Double Buffer from the requester) if you plan to move objects. See Special Effects in Chapter 5, *Video Effects* for an example of Continue.

FADEIN

Tracks: Anim, Backdrop, Picture
Requester: No

This effect causes the Viewport Part to gradually appear over the duration of the effect. The Viewport's colors are initially all set to color 0, the Viewport is made visible, then the color values are gradually increased until the Viewport is displayed normally.

FADEOUT

Tracks: Anim, Backdrop, Picture
Requester: No

This effect causes the Viewport Part to gradually disappear over the duration of the effect. The Viewport's colors are gradually reduced in value until they are all set to color 0, then a Hide effect is automatically performed at the end of the FadeOut.

FADEPTRN

Tracks: Anim, Backdrop, Picture
Requester: No

This effect causes the Viewport Part to change color (under the influence of a concurrent Pattern effect), so it matches the palette of a viewport track, which is attached to it.

FRONT

Tracks: Anim, Backdrop, Picture
Requester: No

This effect pushes the Viewport to the top of the display list. Typically, this is used to bring a Viewport into view after being obscured by other Viewports.

GOTO

Tracks: AnimBrush, Box, Brush, Control, Textline
Requester: Yes

You may want to look at GoTo that appears under *Control Effects* in *Tracks and Effects in the Video Script* above. We're repeating part of that description here because GoTo works differently as a Scene Script effect. On an Object track (AnimBrush, Box, Brush, or Textline) in a Scene Script, it works in conjunction with a Wait effect. If you click the mouse on the object while waiting, then it will GoTo the label indicated in the Object's GoTo effect. See the description of the MultiMedia sample video in Chapter 5, *Video Effects* for more information.

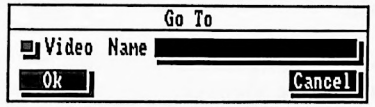


Figure 6.22 *GoTo requester*

Video — If this is on, the name is interpreted as the name of a video. If it's off, the name is interpreted as the name of a scene.

Name — Click here and type in the name of the scene you want to go to. The path name isn't required if the scene is in the same drawer as the video currently running.

HAMFIXUP

Tracks: Anim, Backdrop, Picture
Requester: No

This effect cleans up the fringing effect on a HAM mode picture or brush as it is moving. Note that this process slows down the frame rate of the video considerably. We recommend this feature primarily for single frame recording of a video and for creating an anim with the MakeAnim effect.

HIDE

Tracks: Anim, AnimBrush, Backdrop, Box, Brush, Picture, Textline
Requester: No

Marks the Object as invisible and removes it from view. This effect is the reverse of Show. The Background track also supports a Hide effect. See Background Track under Video Script in *Reference*, above.

JOYSTICK

Track: Control

See Joystick under *Control Effects* in *Tracks and Effects in the Video Script* above.

KEYTO

Track: Control

See KeyTo under *Control Effects* in *Tracks and Effects in the Video Script* above.

LABEL

Track: Control

See Label under *Control Effects* in *Tracks and Effects in the Video Script* above.

LOAD

Tracks: Anim, AnimBrush, Box, Brush, Picture, Sound, Textline
Requester: Yes

Opens the selected Part file and preloads it into memory, so there's no delay for file loading when you want to play or display that Part. Use a Load effect *before* an effect that plays Play (Sound for example) or displays the selected Part. This makes the video run more smoothly because there'll be no pause while the part loads.

In an Anim track, Load let's you control disk I/O so that animation is not interrupted.

LOCKCLRS

Tracks: Anim, Backdrop, Picture
Requester: No

This effect prevents the Viewport's color palette from being changed when a brush is made visible. The brush is then forced into the palette of the Viewport.

MAKEANIM

Tracks: Anim, Backdrop, Picture
Requester: Yes

This effect is used to create Anim files from videos. While the video plays, Anim frames are recorded, compressed, and written to disk. When you create this effect, the MakeAnim requester appears.

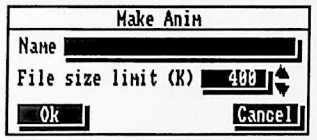


Figure 6.23 *MakeAnim requester*

Click in the Name window and type the name of the Anim file you want to create. You can also specify the path in this edit field. If no path is specified, DVMaker saves the file to the current path.

The Maximum File Size option lets you restrict the size of your anim and thus avoid creating unusually large (and memory intensive) anims.

The size of the Viewport cannot change during a MakeAnim effect. While the Anim is recording, the current frame number is shown in the mouse pointer. Two extra frames are added to the end of the Anim so that it can be cycled.

Use the **Turn On** and **Turn Off** options in the Edit menu to control when an Anim is actually made. Once you place the MakeAnim effect, immediately select it and select **Turn Off** from the Edit menu. Now while you continue to setup your video and adjust it, you won't be making a string of Anim files. When you have the video exactly the way you want it, **Turn On** the MakeAnim effect and then play the video to make the Anim. See the description of the MakeAnim example in Chapter 5, *Video Effects* for more information.

MESSAGE

Track: Device

See Message under *Control Effects* in the *Control Track* section above.

MOVEPATH

Tracks: AnimBrush, Box, Brush, Textline
Requester: Yes

Tells the Object to follow a path relative to the origin of the track it's attached to. When you create this effect, the MovePath requester appears.

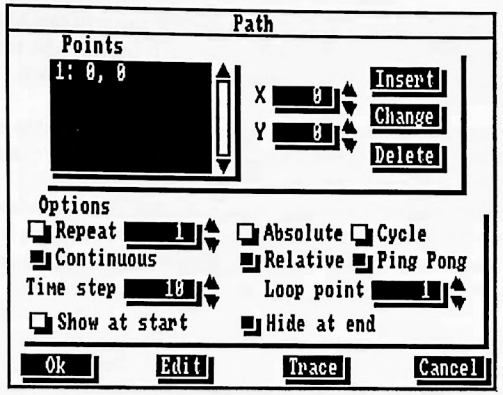


Figure 6.24 *MovePath requester*

Points

Lists the *x* and *y* coordinates of each point in the path of the Object. To select a particular point, click on it in the list. When you select a point, its coordinates appear in X and Y boxes. You can change these coordinates by clicking the up or down arrows, or by clicking in the box, typing a new value, and then pressing Return. You *must* press Return for the new numbers to be entered. Click Change to enter the new values of the selected point.

Click Insert to add a new point to the list *after* the currently selected point. The new point's coordinates are (*x*+10, *y*+10) where *x* and *y* are the coordinates of the selected point. If no point in the list is selected, the new point is added after the first point. The new point is automatically selected.

Click Delete to remove the currently selected point from the list. This automatically selects the previous point on the list.

Options

Click the appropriate check boxes to choose the options you want (the check box is highlighted when the option is active).

Repeat means that your Object follows the selected path the specified number of times. Change the number of repeats by clicking the up or down arrows or by clicking in the window and typing a new number.

Continuous means that your Object follows the selected path for the duration of the effect.

Absolute means that the coordinates are measured from the origin of the track to which the object is attached.

Relative means that the coordinates are measured from the position of the Object at the start of the effect. Normally you'll want to use a Position effect *before* your MovePath effect if you use this option.

Cycle means that the points are followed in the order *1, 2, ...N, 1, 2, ...N.*

Ping Pong means the points are followed in the order *1, 2, ...N, N-1, ...2, 1.*

Time Step is the number of jiffies (1/60th of a second) between data points. As you trace the path, the points are recorded according to the Time Step entered here. As the video plays, the Object's position is linearly interpolated between the data points (a process also known as *tweening*). Use a small value if you want to drag the Object quickly and a larger value if you want to drag it slowly.

Loop Point defines the point to use after point *N* when cycling through the path; this lets you repeat only part of the path rather than the entire path. Change the loop point by clicking the up or down arrows or by clicking in the window and typing a new value.

Show At Start automatically does a Show effect before the MovePath effect starts.

Hide At End automatically does a Hide effect at the end of the MovePath effect.

Trace

Trace is usually the first thing to do when you create a MovePath effect. Click this button to display the Preview screen. Drag the Object to the starting position of the path you want, and release the button (you may need to press `h` to reduce the picture to half size so you can position the object off-screen; see the discussion of *Preview* in the Parts requester under *Parts Menu*, below for more details and a listing of keyboard equivalent commands). When you press the mouse button down on the object again, the old path is erased and a new path is created. Drag the object along the path you want and release the button. When you're finished tracing the path, press Esc to switch back to the Path requester (Figure 6.23) or press `j` to jump to the Edit screen.

TIP Use Trace to define the path and Edit to refine it. Don't edit the points unless you require a precise path.

Edit

After you've traced a path, this screen lets you edit the points on that path. Click Edit to bring up the Edit Preview Screen (see the discussion of *Preview* in the Parts requester under *Parts Menu*, below for more details and a listing of keyboard equivalent commands). A series of straight lines defines the Object path; small square outlines frame each point. The object itself is drawn at the currently selected point. Six sizing boxes appear around the perimeter of the path.

★ Extra Preview keys are active while you're in Edit or Trace. The + key selects the next point and draws the Object there; the - key selects the previous point and draws the Object there. *a* shows all other Parts attached to the same track. *i* inserts a new point (just like the Insert button in the Path requester); *d* deletes the current point (just like the Delete button in the Path requester).

To edit a specific point, press + or - to move the Object to that point and then drag the Object with the mouse. To move the entire path, press down the mouse button on the empty space within the path's bounds and drag the path where you want it. You can stretch or compress the path by dragging the appropriate sizing box on the path perimeter.

MOVETO

Tracks: Anim, AnimBrush, Backdrop, Box, Brush, Picture, Textline
Requester: Yes

This effect specifies *what* part of an Object to display and *where* to display it, relative to the Object it's attached to. You can move an Object to a specific point while you alter the amount of the object you reveal. You can specify what and where by entering values into the What and Where requester or by directly manipulating the Object on a Preview Screen. See the description of the What & Where example video in Chapter 5, *Video Effects*, for more information.

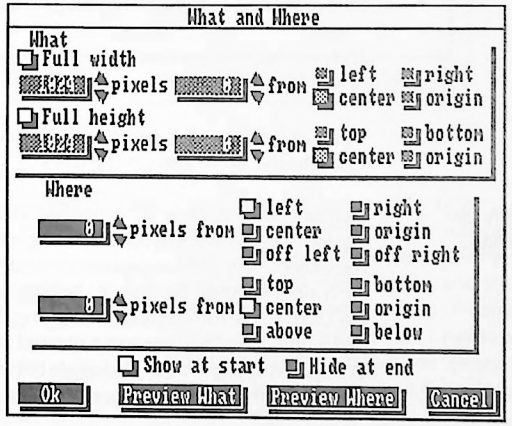


Figure 6.25 *What and Where requester*

What — Controls *what* portion of the Object to display. If the Full Width and Full Height check boxes are active, the rest of the controls are unavailable. The first box controls the number of pixels. The second box controls the amount of pixels from the left, right, center or origin of the Object, depending on the check box you chose. Change the values by clicking the up or down arrows or by clicking in the window and typing a new value. When the Max Height or Max Width gadgets are de-selected, the Part's actual height and width appear (rather than the default 1024).

Where — Controls *where* the Object moves to on the screen. The first box controls the number of vertical pixels from the left, right, center, or origin of the Object, depending on the check box you choose. The second box controls the same conditions for horizontal pixels. Click the up or down arrows to change the values or click in the window and type a new value.

Show At Start automatically shows a Show effect before the MovePath effect starts. If Show at Start is not on, the Part is loaded and prepared for showing.

Hide At End automatically does a Hide effect at the end of the MoveTo effect.

You can use these options rather than adding effects (that do the same job) on the track.

Preview What — Displays the Preview What screen. The Object appears against a blank Backdrop. A rectangle is drawn around the Object, with tabs at the corners and the midpoints of each side. Change the size of the rectangle by dragging the tabs. Move the Object by dragging the interior of the rectangle. The changes are reflected in the What and Where requester. Press `j` to toggle between the Preview What and the Preview Where screens.

Preview Where — Displays the Preview Where screen. The Object is shown against the Viewport to which it's attached at the point where it will be displayed when the video plays. A rectangle is drawn around the Object. Move the Object by dragging the interior of the rectangle. The changes are reflected in the What and Where requester.

OPTIONS

Tracks: Anim, Backdrop, Picture
Requester: Yes

This effect lets you change the display options for the Viewport track. See Special Effects in Chapter 5, *Video Effects*, for more information about this effect and examples of how to use it. When you create this effect, the Display Options requester appears.

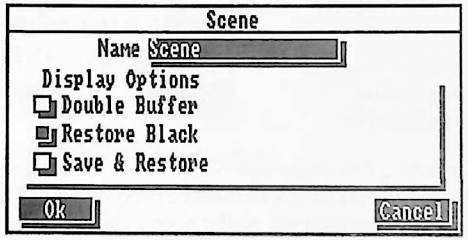


Figure 6.26 *Options requester*

Double Buffer — When this option is active, two copies of each rastport (that is, two buffers) are allocated in Chip RAM. Brushes are animated by drawing in one buffer while displaying the other buffer, and then flipping between the two when the drawing is completed. This option must be on for flicker-free brush animation. However, Double Buffer doubles the amount of Chip memory needed for each raster, so if you're just showing slides, don't use Double Buffer.

Restore Black	When a brush is moved over a raster, this option restores the raster with color 0 using the mask of the brush. If you are doing brush animation over a color 0 backdrop, you can get faster and smoother animation by selecting this option.
Save & Restore	When this option is active, DeluxeVideo III saves what is under the raster as a brush moves over it, and later restores what was there. Double buffering with save & restore is the classic form of brush animation.
Restore Pattern	The attached pattern is used to restore the background. This option makes it possible to drag a brush across one picture and reveal another picture in the process.
Don't Restore	As an Object moves over the Viewport its image is left in the background, leaving a history of where it has been.

PAN

Track: Sound
Requester: No

You can add a Pan effect to a Sound track to change the position of a sound while it's playing. Pan must be preceded by a Play (Sound) effect with the Stereo option on, so the sound can pan between the left and right channels.

PANELON

Track: Control

See PanelOn under *Control Effects* in *Tracks and Effects in the Video Script* above.

PATTERN

Tracks: Box, Brush, Picture, Textline
Requester: Yes

You can add a Pattern effect to any Picture or Brush track that's attached to a Viewport track (an Anim, Backdrop, or Picture track), *after you've selected* **Expert** *from the Options menu*. This effect makes the selected Part the pattern for the Picture or Brush it's attached to. That track then becomes a *pattern* for the Viewport for the duration of the Pattern effect. The pattern doesn't have to be the same dimensions as the Viewport. If it isn't the same size, you can set the options so the Viewport is tiled with the pattern. The Pattern effect doesn't draw or cause anything to be drawn in the Viewport. To do that you must use a WipeIn effect or an Options effect *after* setting the Restore Pattern flag.

See Wipes & Pattern and Special Effects in Chapter 5, *Video Effects*, for examples of how to use the Pattern effect.

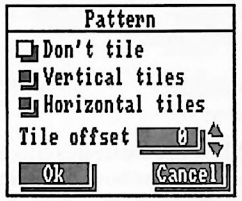


Figure 6.27 *Pattern requester*

DON'T TILE
The pattern's center is located at the viewport's center. Any area beyond the edge of the pattern is drawn in color 0.

VERTICAL TILES
The pattern's center is located at the viewport's center and is repeated vertically until the viewport is covered. The same vertical band is repeated to the right after shifting down by the tile offset, and it is repeated to the left after shifting up by the tile offset.

HORIZONTAL TILES
The pattern's center is located at the viewport's center and is repeated horizontally until the viewport is covered. The same vertical band is repeated below after shifting right by the tile offset, and it is repeated above after shifting left by the tile offset.

TILE OFFSET
The number of pixels to shift for vertical or horizontal tiles. Adjust by clicking the up or down arrows.

PICKUP

Tracks: Box, Brush, Textline
Requester: No

Replaces the Object's image with what is under it in the Viewport at the time of the effect. The result is like a *cookie cut* of the underlying background. See Special Effects in Chapter 5, *Video Effects* for an example of Pickup.

PLAY

Track: Sound
Requester: Yes

Plays a selected Sound track. When you create this effect, the Play Sound requester appears, where you can adjust how the Sound plays. Adjust any of the sliders by clicking on the arrows to the left and right of the slider or by dragging the bar in the slider to the position you want.

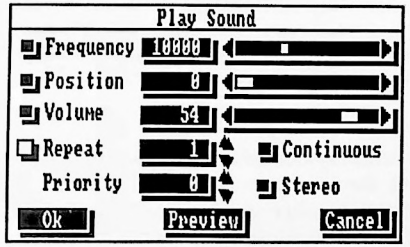


Figure 6.28 *Play Sound requester*

Frequency — If this box is selected, the Sound plays at the sample rate shown at the right. The frequency ranges from 100 Hz to 30KHz.

Position — If this is selected, the sound plays at the stereo position indicated. 0 indicates the left stereo channel and 319 is the right stereo channel. A value between 0 and 319 is a proportional stereo position. Note that any value other than 0 or 319 uses two of the four available audio channels, rather one channel.

Volume — If this box is selected, the volume value at the right is used (from 0 to 127). If the box is *not* selected, the sound plays at full volume.

Repeat — If this is selected, the Sound plays repeatedly the indicated number of times.

Continuous — If this box is selected, the Sound repeats for the duration of the effect.

Priority — This indicates the relative priority of the current Sound. There are four audio channels on your computer, two left and two right. When a Sound is played, it's assigned to the channel indicated by the Position setting in the Play effect. If there is a channel, it will play. If there isn't a channel available, another Instrument track or Sound of lower priority will be temporarily *bumped* until the current Sound is completed. The bumped Sound will resume when it can.

Stereo — Click to produce stereo sound.

Preview — Click to hear the Sound and test your settings. Click again to stop the Sound.

PLAYANIM

Tracks: Anim, AnimBrush
Requester: Yes

This effect applies only to the Anim and AnimBrush tracks. It controls how an Anim or AnimBrush plays during the video. The PlayAnim effect makes the AnimBrush visible if it hasn't yet had a Show effect. When you create a PlayAnim effect, the PlayAnim requester appears.

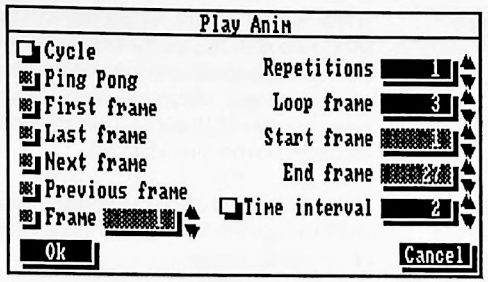


Figure 6.29 *PlayAnim requester*

ANIMS
Click the appropriate box to choose an available option (the box is highlighted when the option is active). Change the values by clicking the up or down arrows or by clicking in the window and typing a new value.

Cycle — Anims are normally designed to cycle from their first frame through a sequence ending at the first frame; if this option is selected, that's how the Anim is played. If this option is turned off, the AnimBrush plays once from the first frame to the last frame.

★ Ping Pong, First Frame, Last Frame, Next Frame, Previous Frame, Frame, Start Frame, and End Frame are not available for Anims.

Continuous — Plays for the duration of the effect. You may change the duration by dragging the effect's End arrow.

Repeat — Plays for the indicated number of repetitions. The duration is computed so you may *not* change it.

Repetitions — This value shows the number of times to repeat the Anim playing.

Loop Frame — This sets the frame number where the Anim repeats.

Time Interval — This sets the time interval between frames. The default setting here is the setting made in the Video track; you can override the default for this effect.

ANIMBRUSHES
Click these check boxes to choose these options (the check box is highlighted when the option is active). Change the values by clicking the up or down arrows or by clicking in the window and typing a new value.

Forward — Plays the AnimBrush from the first frame through a sequence ending at the last frame.

Ping Pong — Plays the AnimBrush from first frame to last frame, then backwards from last frame to first frame.

First Frame — Jumps the AnimBrush to frame 1. The duration is automatically set to zero.

Last Frame — Jumps the AnimBrush to frame *n*. The duration is automatically set to zero.

Next Frame — Jumps the AnimBrush to the next frame. The duration is automatically set to zero.

Previous Frame — Jumps the AnimBrush to the previous frame. The duration is automatically set to zero.

Frame — Jumps the AnimBrush to a specific frame. The duration is automatically set to zero.

Continuous — Plays for the duration of the effect. You may change the duration by dragging the effect's End arrow.

Repeat — Plays for the indicated number of repetitions. The duration is computed so you may *not* change it.

Repetitions — Shows the number of times to repeat the AnimBrush playing.

Start Frame — Sets the starting frame for the AnimBrush.

End Frame — Sets the ending frame for the AnimBrush.

Time Interval — Sets (in jiffies) the time interval between frames. The default setting here is the setting made in the Video track; you can override the default for this effect. If you're using simultaneous PlayAnim effects, you should have the same time interval in each one.

★ Loop Frame is not available for AnimBrushes.

POINTER

Track: Control

See Pointer under *Control Effects* in *Tracks and Effects in the Video Script* above.

POSITION

Tracks: Anim, AnimBrush, Backdrop, Box, Brush, Picture, Textline
Requester: Yes

This effect operates like a MoveTo effect except that there is *no* duration. Position specifies *what* part of an Object to display, and *where* relative to the Object it's attached to. Objects can be displayed at a specific point with a specific amount of the object being revealed. You can specify what and where by entering values into the What and Where requester or by directly manipulating the Object on a Preview Screen.

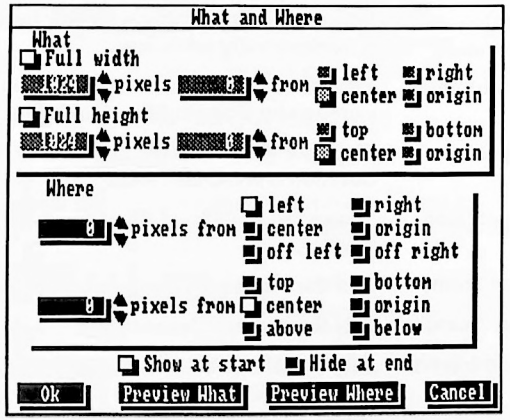


Figure 6.30 *What and Where requester*

What This area controls what portion of the Object to display.

Where This area controls where the Object is displayed on the screen.

★ See the detailed description of the What and Where requester under *MoveTo*, above for more information.

RELEASE

Tracks: Anim, AnimBrush, Backdrop, Box, Brush, Picture, Textline
Requester: No

Automatically does a Hide effect on the Object, which changes its state from prepared to loaded. This frees up some memory for other Parts of the video to use, but doesn't unload the Object.

SCROLL

Tracks: Anim, Backdrop, Box, Brush, Picture, Textline
Requester: Yes

This effect lets you adjust the view of the selected Object. See Scrolling BG in Chapter 5, *Video Effects*, for an example. When you create this effect, the Scroll requester appears.

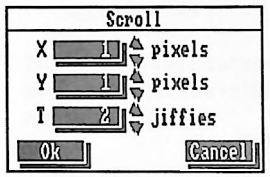


Figure 6.31 *Scroll requester*

Change the values by clicking the up or down arrows or by clicking in the window and typing a new value.

X: This is the number of pixels to scroll horizontally; a positive number indicates right while a negative number indicates left.

Y: This is the number of pixels to scroll vertically; a positive number indicates down while a negative number indicates up.

T: This is the period of time (in jiffies) to scroll the indicated x-y distance.

SHOW

Tracks: Anim, AnimBrush, Backdrop, Box, Brush, Picture, Textline
Requester: No

This effect makes the Object visible at its current position if no previous effect has yet made it visible. If you haven't loaded an Object into the video, a Load effect is automatically performed. If you haven't positioned an Object in the video, a Position effect is automatically performed using the default center position. This effect is ignored if the Object is already visible.

SLIDEIN

Tracks: Anim, Backdrop, Picture
Requester: Yes

This effect gradually brings a Viewport into view. When you create a SlideIn effect, the Slide In requester appears.

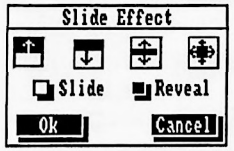


Figure 6.32 *Slide In requester*

Four patterns are displayed in the requester; the selected pattern is highlighted. Click on the pattern you want to use. Click Slide to make the Viewport slide into view; click Reveal to have the Viewport gradually revealed. The two patterns on the right of the requester look best with Reveal selected.

SLIDEOUT

Tracks: Anim, Backdrop, Picture
Requester: Yes

This effect gradually moves a Viewport out of sight, ending with an automatic Hide effect. When you create a SlideOut effect, the Slide Out requester appears.

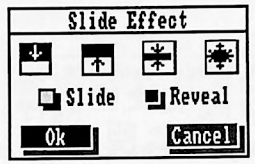


Figure 6.33 *Slide Out requester*

Four patterns are displayed in the requester; the selected pattern is highlighted. Click on the pattern you want to use. Click Slide to make the Viewport slide out of view; click Reveal to have the Viewport gradually concealed. The two patterns on the right of the requester look best with Reveal selected.

STAMP

Tracks: AnimBrush, Box, Brush, Textline
Requester: No

This effect works on a brush track to copy the brush image permanently to the Viewport. Leave this effect on while the brush is moving to create a trail of images.

TIMESTEP

Track: Control

See TimeStep under *Control Effects* in *Tracks and Effects in the Video Script* above.

UNLOAD

Tracks: Anim, AnimBrush, Box, Brush, Picture, Sound, Textline
Requester: No

This effect erases a selected Object, Viewport, or Part from memory and frees up more room in the video. If the video has many Parts or scenes, it's a good idea to Unload those that are not currently in use.

UNSCROLL

Tracks: AnimBrush, Box, Brush, Textline
Requester: No

This effect can be added to any Object track. Use this effect if the brush is in front of a scrolling backdrop and you want the brush movement to be relative to the screen rather than the scrolling background behind the brush. See ScrollingBG in Chapter 5, *Video Effects*, for an example.

USECLRS

Tracks: AnimBrush, Box, Brush, Textline
Requester: No

This effect copies the brush palette to the Viewport where the brush is attached. UseClrs is an Expert effect, which can only be used on Object tracks.

WAIT

Track: Control

See Wait under *Control Effects* in *Tracks and Effects in the Video Script* above.

WIPEIN

Tracks: Anim, AnimBrush, Backdrop, Box, Brush, Picture, Textline
Requester: Yes

This effect brings up the Wipe effect requester (see Figure 6.33) where you specify how a new viewport or brush is wiped into the existing viewport. When a scene is started with a WipeIn effect on a viewport track, the wipe is done from the old image to the new image if the old image from the previous scene is the same height, width, and depth as

the new image. Otherwise, the viewport is cleared to color 0 and the image is wiped in. The new color palette fades in at the same time as the image. If another track with a Pattern effect is attached, the pattern is wiped in.

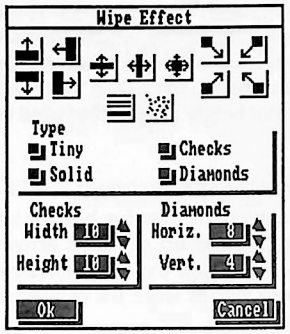


Figure 6.34 *Wipe effect requester*

WIPE DIRECTION ICONS
There are thirteen icons at the top of the Wipe effect requester representing different directions for the new image to wipe in. The bottom two icons are for two special patterns that are more like dissolves than true wipes. The left icon is a random line by line dissolve (regardless of the type selected), and the right icon is a random pixel by pixel dissolve (or random check dissolve if check or diamonds is selected). Click on the desired Wipe Direction icon to select it.

★ If you add a new wipe to a track without selecting a direction, the direction is chosen randomly at play time.

TYPE
There are four choices for the type of Wipe; click on the check box to select the desired type. Tiny is a 16 pixel wide pattern-based wipe. Solid is a full-sized solid pattern wipe. Checks is a checkerboard wipe with each check set to the width and height specified in the bottom left portion of the requester. Diamonds is a single or multiple diamond wipe with the number of horizontal and vertical diamonds indicated in the lower right corner of the requester.

★ If you add a new wipe to a track without selecting a type, the type is chosen randomly at play time.

CHECKS WIDTH AND HEIGHT
Enter the pixel width and height for the checks by clicking on the up or down arrows, or by typing directly in the boxes. These are equivalent LoRes sizes; if the viewport is HiRes the actual pixel width is twice this value (likewise for the height in lace mode). When played, if the width and height specified would require more than 1024 checks for the image being wiped, both width and height are doubled until the wipe requires less than 1024 checks.

DIAMONDS HORIZONTAL AND VERTICAL
Enter the number of diamonds to use for horizontal wipes and for vertical wipes by clicking on the up or down arrows, or by typing directly in the boxes. When played, if the values entered would produce a diamond less than 8 pixels high or wide, the values are increased until the diamond is at least that large.

WIPEOUT

Tracks: Anim, AnimBrush, Backdrop, Box, Brush, Picture, Textline
Requester: Yes

This effect is similar to WipeIn, except that it is used to remove an image from view and it does not use attached patterns. See WipeIn for details.

CONTROL PANEL

You can control a video while it's playing (through DVMaker or DVPlayer) by using the Control Panel (see Figure 6.35) or the keyboard. To display the Control Panel, while the video is playing:

▶ Press the Help key or the right mouse button.

Pressing either Help or the right mouse button removes the Control Panel when the Control Panel is visible. The Control Panel normally appears at the bottom of the view, but if the view is overscan, the Control

Panel is shown in the normal (non-overscan) region so that it's totally visible.

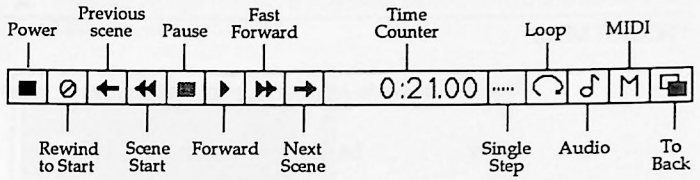


Figure 6.35 *Control Panel*

See *Control Panel*, below for a complete description of all the buttons and functions of the Control Panel.

DVMAKER MENUS

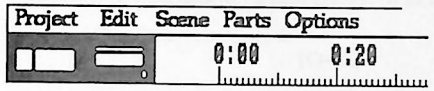


Figure 6.36 *Menu Bar*

Each DVMaker menu option is explained below. The procedure for selecting an option is the same in all cases:

▶ Press the right mouse button to display the DeluxeVideo III menu titles.

▶ Move the pointer to any title in the Menu Bar; the options for that menu drop down.

▶ Drag the pointer to highlight the option you want; release the mouse button to activate your choice.

★ Some frequently used menu options have keyboard equivalents. Keyboard commands appear in brackets beside their corresponding menu options. *A* refers to the right Amiga key on your keyboard.

Press the right Amiga key and the indicated letter key simultaneously to select an option. *There's no need to press the Shift key.*

PROJECT MENU

Use this menu to load, save, play, and quit your videos.

NEW **[A -R]**

Loads a new blank video, with View and Video tracks, one empty Scene effect and the default non-eraseable Show effect. If you've changed the current video since you last saved (or if you've never saved it), a message asks:

[Name of your video] has been changed! Save it?

Click Yes if you want to save your changes (or name it, if you haven't done that) before you load a new video; click No to discard the changes (or discard the video, if you haven't saved it) and load a blank video; click Cancel to return to the current video.

OPEN **[A -O]**

Displays the Open File requester (see Figure 6.37) from which you can select and load (open) videos into DVMaker. Click on the video you want; its name appears in the File box at the bottom of the requester. The list window displays the names of all the disks currently available and a Parent Directory listing. Click on the Parent Directory to move to the next higher level on the disk. Click on any disk name to see the contents of that disk. Or you can click in the Drawer and/or File windows and type in the name of the Drawer or File you want to open.

When you have the correct Drawer and File, click Open to load the video into DVMaker. When a video is opened, the current directory is set to the video's drawer and any temporary work files are opened there.

Click on the ? icon to get a directory of all files on the current disk. Click the ! icon to stop the program from scrolling through the directory (this

is useful if you spot the file you want and don't need to see the rest of the directory). Click Cancel to return to your current video.

▲ See your Amiga manual if you need more information about Files, Drawers, and pathnames.

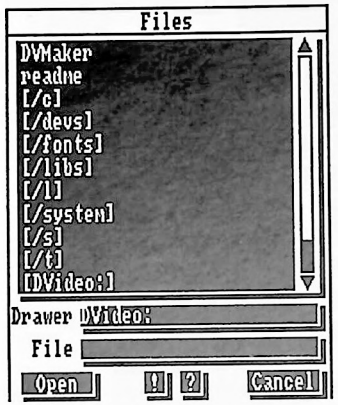


Figure 6.37 *Open File requester*

APPEND

Displays the Append File requester, which is similar to the requester described under **Open**, above. When you use Append to load a video, the selected video is attached (appended) to the *end* of the current video. Using Append you can build a long video by combining several short ones.

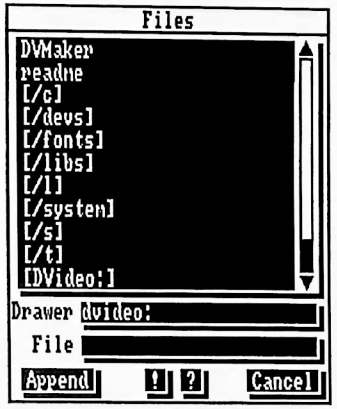


Figure 6.38 *Append File requester*

SAVE [A -S]

Immediately saves the current video under the current name to the current disk and drawer. If you've made changes to the video and use the Save command, the original video on disk is replaced with the current video. The first time (only) you select Save, the Save As requester appears (Figure 6.39).

When a video is saved a new file is opened and created from the original file (contents, memory, and temporary files included). If the new file is successfully written to disk, the original file is renamed *dvbackup.vid*, and the new file is named. The new file is then reopened. You can always go back to the original file by opening *dvbackup.vid*.

SAVE AS

Displays the standard Save requester, with the current video name, Drawer and File. You can change the name of the video and/or where to save it in this requester. The list window displays the names of all the disks currently available and a Parent Directory listing. Click on the Parent Directory to move to the next higher level on the disk. Click on any disk name to see the contents of that disk. You can also click in the

Drawer and/or File windows and type in the name of the Drawer or File you want saved.

When you have the correct Drawer and File, click Save to save the video. Click on the ? icon to get a directory of all files on the current disk. Click the ! icon to stop the program from scrolling through the directory (this is useful if you spot the file you want and don't need to see the rest of the directory). Click Cancel to return to your current video without saving the changes.

★ See your Amiga manual if you need more information about Files, Drawers, and pathnames.

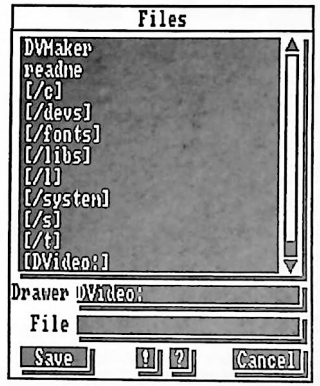


Figure 6.39 *Save As requester*

PLAY SCENE [A -K]

Plays the currently selected scene.

PLAY VIDEO [A -L]

Plays the entire selected video.

QUIT [A -Q]

Closes DVMaker and returns you to the WorkBench. If you've changed the current video since you last saved (or if you've never saved it), a message box appears and asks:

[Name of your video] has been changed! Save it?

Click Yes if you want to save your changes (or name it, if you haven't done that) before you quit; click No to discard the changes and return to the WorkBench (No also discards the video if you haven't saved it); click Cancel to return to the current video.

ABOUT

This command brings up the artist's name, program date, and copyright information about the current version of DeluxeVideo III.

EDIT MENU

This menu controls cutting, copying, and pasting of video Parts, and several other editing features.

ERASE [A -E]

Use this option carefully. It deletes the current selection from the video without changing the current contents of the Scrap Buffer. Anything erased is gone forever because there's no way to undo this command. However, if you Erase a scene, the Parts to that scene are not automatically deleted from memory. You must select **Remove Unused** (Parts menu) to delete Parts that you're not using in the current video and reclaim the memory and disk space used by those Parts.

CUT [A -X]

Cuts the current selection out of the video and copies it to the Scrap Buffer. To select multiple tracks or effects, hold down the Shift key and click on them. When you select a track, all of the effects on the track are

automatically selected. You can put the contents of the Scrap Buffer back into the video at a new location (or the same location) by using **Paste**.

If you use Cut to delete a scene from your video, remember that the Parts to that scene are not automatically deleted from memory. You must select **Remove Unused** (Parts menu) to delete Parts that you're not using in the current video and reclaim the memory and disk space used by those Parts.

COPY [A -C]

Copies the current selection to the Scrap Buffer. You can put the contents of the Scrap Buffer back into the video at a new location (or the same location) by using **Paste**. The Scrap Buffer can also be pasted into a new video.

PASTE [A -P]

Pastes the current contents of the Scrap Buffer (selections you've cut or copied, see **Cut** and **Copy** above) at the designated location in the current video. Or you can open a new video and paste the contents of the Scrap Buffer into the new video. When you cut or copy a track or set of tracks, and then select Paste, a track outline appears attached to the cursor; position the track anywhere in the *Track Area* and click to place it.

Similarly, if you cut or copy an effect or set of effects and then select Paste, an effect outline appears attached to the cursor; position the effect anywhere on a Track in the *Effect Area* and click to place it.

TURN ON

Turns on the current selection, an Anim for example, if it was previously turned off.

TURN OFF

Disables the current selection so that it's ignored when the video plays. This is useful when you're editing a video and don't want to play all its sections. **Turn On** reverses the effects of Turn Off.

OPEN

Opens the current selection, which brings up a requester where you can modify the parameters of that selection. Double-clicking the selection is the same as using Open. When a selection can't be opened, DeluxeVideo III informs you.

COPY PALETTE

Copies the color palette and color cycling information (if any) from the current selection to the next track you select. To use Copy Palette:

1. Click a track (1) to select it (the palette from this track will be copied).
2. Choose Copy Palette.
3. Click another track (2); the palette from track 1 now applies to track 2.

SCENE MENU

CHANGE

Displays the Scene requester from which you can change the name of a Scene and its default display options.

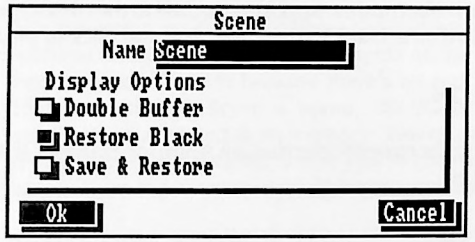


Figure 6.40 *Scene requester*

NAME
Click in this window and enter a new name or alter the existing name.

DISPLAY OPTIONS
Whenever a Scene is created, it uses the default display options for the Video track where the Scene is placed. You can alter those display options here. Choose each option by clicking on the box to the left of the option; if the box is highlighted a small square appears inside the box and the option is active.

Double Buffer
When this option is active, two copies of each rastport (that is, two buffers) are allocated in Chip RAM. Double buffers are used for brush animation. Brushes are animated by drawing in one buffer while displaying the other buffer, and then flipping between the two when the drawing is completed. This option must be on for flicker-free brush animation. Double Buffer doubles the amount of Chip memory each raster requires, so if you're just showing slides (and viewport animation), *don't* use Double Buffer.

Restore Black
When a you move a brush over a raster, this option restores the raster with color 0 using the mask of the brush. If you're doing brush animation over a color 0 backdrop, you can get faster and smoother animation by selecting this option.

Save & Restore
When this option is active, DeluxeVideo III saves what is under the raster as the brush moves over it, and later restores what was there. Double buffering with Save & Restore is the classic form of brush animation.

PARTS MENU

This menu controls loading and manipulating Parts, which are the data elements that make up a video.

LOAD

When you highlight this option, a submenu displays the different Part types of DeluxeVideo III. They are Anims, AnimBrushes, Brushes, Instruments, Pictures, Sounds, and Tunes. When you select one of these types, the Parts requester for that type appears.

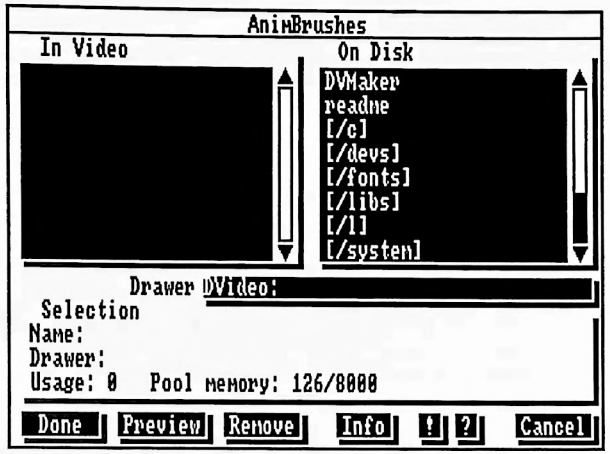


Figure 6.41 *Part requester/Animbrushes*

After you select the Part you want and load it, it can be accessed by the video in either the Video Script or the Scene Script. DVMaker uses one style of requester to manage the loading of all types of Parts. Double-clicking a Part track or selecting a Part from the menu displays the same requester.

PART TYPE
The top bar of the requester displays the type of Part you select (Animbrushes in our example).

IN VIDEO
This window shows which Parts are already in the current video.

ON DISK
This window displays a list of all the files in the named disk Drawer. The names of all the disks currently available, and the Parent Directory appear at the end of the list. Click on the Parent Directory to move to the next higher level on the disk. Click on any disk name to display the contents of that disk.

★ See your Amiga manual if you need more information about Files, Drawers, and pathnames.

DRAWER
This window shows the name of the current drawer. You can click in the Drawer window and type in the name of the Drawer or File you want.

SELECTION
This area shows the name and Drawer of the selected Part, the number of times it's been used in the video, and the Pool Memory it requires (Pool Memory Used/Pool Memory Size). Pool Memory stores information about the object, such as its size, position, type, and location. The object itself is *NOT* stored in Pool Memory.

SELECT/DONE
Click this button to accept the selected Part and load it into the video.

PREVIEW
Click this button to see or hear a preview of the selected Part. A Sound or Tune Part plays until you click the Preview button again or until the Sound or Tune ends. Any other type of Part (a selected Brush or Anim for example) appears on the Preview Screen. To select a brush, place the pointer on the brush and click. The selected brush appears with a rectangle highlighting its border. If you're previewing an Anim, the screen title shows the frame number and total number of frames (e.g., DVideo III: Frame 1/25).

The following keys are active in a Preview screen:

Esc — Ends previewing and closes the Preview screen. You can also choose **Close** from the Preview menu to return to the requester and shut down the Preview screen. This key also cancels a drag operation if you are dragging an object.

Arrows — Up, down, left, and right scroll the Preview screen.

h — Cuts the image size in half, down to a minimum of 1/8 full size.

H — Doubles the image size, but to no more than full size.

1 — Displays the previous frame of the selected Anim or AnimBrush, or displays the previous cel of the selected figure. This key has no function for other Parts.

2 Displays the next frame of the selected Anim or AnimBrush. This key has no function for other Parts.

a Toggles the display of all other brushes (not AnimBrushes).

j Switches to the alternate preview screen, if there is one. For the Position and MoveTo effects, pressing this key switches between the Preview What and the Preview Where options. For the MovePath effect, pressing this key switches between the Trace and Edit screens.

c Uses the color palette of the selected object.

C Uses default color palette.

b Moves (pushes) selected object to back.

f Moves (pops) selected object to front.

@ Toggles feedback of coordinates while dragging an object.

You can also exit the Preview screen by clicking the front/back gadget in the upper right corner. However, the screen is still present in the background; you must click the Preview button on the requester to eliminate the preview screen. Choose **Close** from the Preview menu to return to the Parts requester and shut down the Preview screen.

REMOVE
Click to remove the selected Part from the video. See also **Remove Unused**, below.

INFO
Click to display the Info requester for the selected Part Type. There are two types of Info requesters: Audio Info is for any Sound, Tune, or Instrument Part (Figure 6.42); and Picture (or Raster) Info is for any Anim, AnimBrush, Brush, or Picture Part (Figure 6.43).

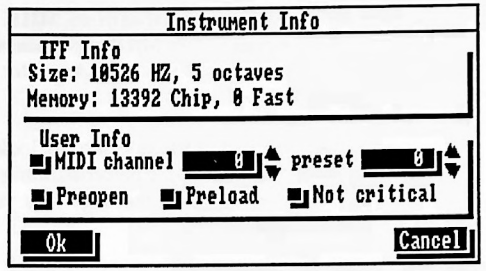


Figure 6.42 *Audio Info requester*

The Audio Info requester has two main sections: IFF Info and User Info.

IFF Info This section displays the basic information about the audio Part, in the following categories:

Size — Displays the number of samples and the frequency of the Sound in Hz. For a Tune, Size displays the number of tracks and instruments used. For an Instrument, it's the frequency in Hz and the number of octaves covered by the Instrument.

Memory — The amount of memory (in bytes) that the Audio Part uses, listed as the amount of Chip RAM and the amount of Fast RAM required.

Instruments — The instruments required to play the Tune.

User Info This section lets you alter some of the information about the selected Audio Part.

MIDI channel — *Appears for an Instrument Part only.* Click this check box to send the instrument request out through a MIDI channel. Click the up or down arrows to alter the MIDI channel chosen or the MIDI preset. Or click on either value shown and type in a new value.

To use MIDI, you must turn on **MIDI Enabled** *in the Options menu. To turn MIDI on permanently, you must set MIDI=yes in Tool Types; See Appendix D: Customizing DeluxeVideo III.*

Preopen — When checked, DeluxeVideo III looks to see if the selected file is available before running the video. If the file can't be found, a message tells you so *before* the video plays.

Preload — When checked, the data is loaded when you load the script into DVMaker. Use this option so you don't have to wait for data to load during playback.

Not critical — Check this box to tell DeluxeVideo III to continue, even if this Audio Part can't be found (or fit into available memory). You may want to activate Not Critical for a sound you think might be too big to fit into memory.

OK — Click to accept any changes and return to the Parts requester.

Cancel — Click to return to the Parts requester without changes.

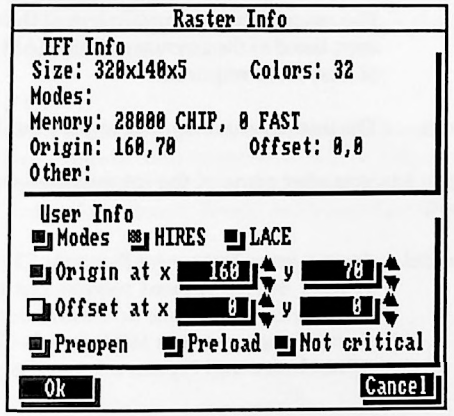


Figure 6.43 *Picture (Raster) Info requester*

The Picture Info requester also has two main sections: IFF Info and User Info.

IFF Info — This section displays the basic information about an image, in the following categories.

- Size — Shows the size in pixels of the image, shown as (horizontal) x (vertical) x (number of bitplanes).
- Colors — Gives the number of colors in the image.
- Modes — Tells you the resolution mode of the image. If nothing is shown here, the picture is in LoRes 32 color mode.
- Memory — Displays the amount of memory (in bytes) that the image takes up, listed as the amount of Chip RAM and the amount of Fast RAM required.
- Origin — Displays the origin point of the image, in horizontal and vertical pixels.
- Offset — The amount the image is offset from the origin, in horizontal and vertical pixels.
- Other — This lists the number of frames in the image, if the image is an Anim or AnimBrush.

User Info — This section lets you alter some of the information about the image.

- Modes, HiRes / LACE — If you want to customize the resolution of the selected image, click on the HiRes or (Inter)LACE box. Check Modes to use these settings.
- Origin — Click the up or down arrows to alter the origin point of the image, in horizontal and vertical pixels. Or click on the value shown and type in a new value.
- Offset — Click the up or down arrows to alter the amount the image is offset from the origin, in horizontal and vertical pixels. Or click on the value shown and type in a new value.
- Preopen — When checked, DeluxeVideo III looks to see if the file is available before running the video. If it can't find the file, a message appears to that effect before the video plays.

Preload	When checked, the data is loaded when you load the script into DVMaker. Use this option to avoid waiting for data to load during playback.
Not critical	Check this box to tell DeluxeVideo III to continue even if the selected image can't be found.
OK	Click this button to accept any changes and return to the Parts requester.
Cancel	Click this button to return to the Parts requester without changes.

!
Click the ! icon to stop the directory from scrolling (this is useful if you've already spotted the file you want and don't need to see the rest of the directory).

?
Click on the ? icon to get a directory of all files on the current disk.

CANCEL
Click this button to return to the Script without changes.

FIND ALL

Displays a requester where you can find all the Parts associated with the current video. If you move a video and its Parts without using DVMover, use this option so that DeluxeVideo can find the Parts and record their pathnames.

REMOVE UNUSED

Removes any unused Parts from the video. An unused Part is a Part that is *not* referenced by a track. You must choose Remove Unused (rather than **Erase** or **Cut** from the Edit menu) to delete unused Parts from your scene or video.

UNLOAD ALL

Frees the memory associated with all parts. Try this option if you receive a low memory error.

OPTIONS MENU

SCREEN

Lets you choose among several screen display options, which appear in a submenu.

WORKBENCH
If you choose WorkBench, the DVMaker screen appears as a window on the WorkBench screen.

CUSTOM
If you choose Custom, DVMaker appears in a screen of its own (the default setting).

INTERLACE
If you choose interlace, the DVMaker screen has twice its normal vertical resolution, which doubles the amount of tracks you can have visible.

WORKBENCH

This command opens or closes the WorkBench. More memory is available if you close the WorkBench and use a Custom screen.

EXPERT

Lets you use expert level tracks and effects. When Expert mode is activated, more track options appear in the Choose a Track requester when you add a new track. Similarly, more effect options appear in the Choose and Effect requester when you add a new effect.

MEMORY

Lets you manipulate memory usage in DeluxeVideo III several ways. The submenu options are:

SHOW USAGE
Causes a graph of the available memory to appear at the bottom of the screen. The graph is blank until the video or scene is played; then the

available memory values are recorded and displayed. The memory usage uses the time scale in the Effects Area of the script to show you how close your video is to running out of memory. If you change the script, *you must play the video again for the memory graph to reflect your changes.* While the memory graph is visible, pressing either c or f toggles between displaying the Chip or Fast RAM available.

BUFFER SIZES...
Displays a requester where you can change the sizes of the video buffers. DeluxeVideo III uses three buffers to store a video: the Video Script is stored in one, the current Scene Script is stored in another, and a list of all parts is stored in the third. The default sizes for these buffers are 4000, 8000 and 8000 bytes respectively. These sizes are sufficient for most normal videos.

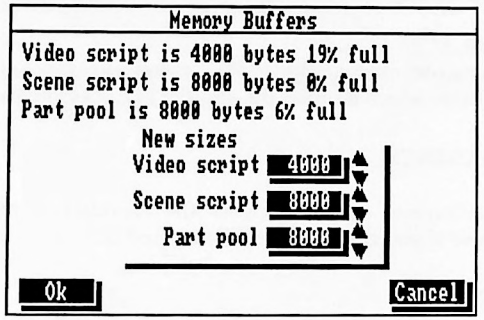


Figure 6.44 *Buffer Sizes requester*

When the requester appears, you can change the size of each buffer by clicking on the up or down arrow immediately to the left of the buffer size. These new sizes take effect the next time you choose **New** or **Open**. If you want to change the sizes for the video you're working on, set the new sizes, then save the video and open it again.

When you save a video, the actual buffer sizes *and* the minimum size of the buffers are saved with it. When you open the video, the buffer sizes you entered are used unless they're too small for the video, in which case the sizes read from the file are used instead. When DVPlayer opens a video, it uses the minimum buffer size so that the maximum possible RAM is available for the video.

DISCARD SCRAP
Discards the contents of the current Scrap Buffer, freeing up some memory. See also **Cut**, **Copy**, and **Paste** in the Edit menu.

PANIC!
In low memory conditions, choose Panic to free up all available allocated memory.

MIDI ENABLED

Sends any MIDI data from a Tune track out the serial port. This function is also controlled by the button on the Control Panel (see Control Panel). You must have a MIDI interface hooked up and MIDI-compatible musical instruments connected to the MIDI port, as well as appropriate speakers and amplifiers, to hear the MIDI data as sound.

DVMOVER

This program is a utility for moving a video file to another disk or drawer along with all of the necessary data. DVMover also changes the Part drawer names in the video to match the new location of the Part files.

Using DVMover breaks down into the following steps:

1. Run DVMover.
2. Load a video into DVMover.
3. Change the destination drawer to the new location.
4. Copy the video.

DVMOVER WINDOW

When you load DVMover the DVMover Window appears.

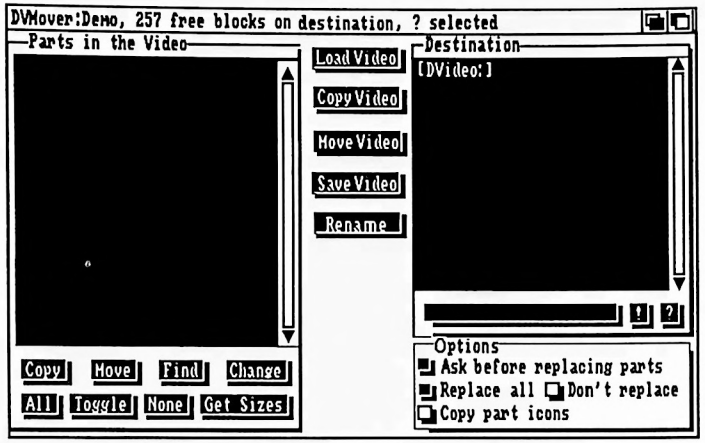


Figure 6.45 *DVMover Window*

The window is partially concealed by the *About DVMover* notice. Besides supplying copyright information about the utility, it gives you a brief reminder of how to use it. Click Ok to see all of the DVMover window.

Destination — Click in the Video Name Area and type to change the video's name. Enter the name of the destination drawer in the Video Drawer area by clicking in that area and typing the appropriate drawer, or click the Change button to bring up the Video Drawer requester (see Figure 46) where you can locate the desired drawer, click on it, and then click OK to put that drawer name at the top of the DVMover window. Follow the same procedure with the Part Drawer section. Click Load to load in another video by bringing up the Data File requester.

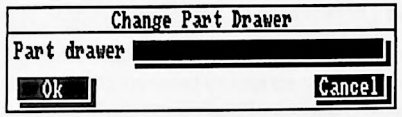


Figure 6.46 *Video Drawer requester*

Parts in the video — This section lists the Parts of the video that have been loaded into DVMover. When you first start DVMover, this area is empty. Click the Load Video button in the middle of the window or select **Load Video** from the Project menu to load a video into DVMover. If there are more Parts to the video than can be displayed at one time in the Parts list, you can click on the up or down arrows to the right or drag the scroll bar to reveal the rest of the Parts.

The buttons below the Parts list apply to selected Parts. To select a Part in the list, click on its name to highlight it. Click on it a second time to deselect it.

Copy copies the selected Parts to the destination. After copying, the path in the Parts list changes to match the new destination.

Move is the same as Copy, but the original file is deleted.

Find begins a search of all the selected Parts. When they're found, the paths in the Parts list change to match their new location. A requester appears in which you can specify a starting point for the search.

Use *Change* to manually change the path for the selected Parts.

All selects all Parts in the list.

Toggle reverses the selection state of all Parts. Selected Parts are deselected and vice versa.

None deselects all parts.

Get Sizes reads the sizes of the selected Parts (and their icons).

Options — Click on any of these boxes to select an option (the box is highlighted to show that the option is active). If *Ask before replacing Parts* is selected when you move a video,

and any Part of that video already exists in the destination drawer, a message asks if you want to copy over the existing part. If *Replace all* is selected, you won't be informed when exisiting Parts are overwritten. If *Don't replace* is selected, Parts are copied but none will be overwritten. If *Copy part icons* is selected, icons will be copied, too.

PROJECT MENU

The function of these menu options correspond to the buttons that appear between the Parts and Destination windows.

LOAD VIDEO [A -O]

Displays the Data File requester where you can choose which video to load into DVMover.



Figure 6.47 *Data File requester*

Find the video file you want to move in the list at the top of the requester. To move up a level on the disk directories, click on the Parent Dir listing. Click on other disk names to see the contents of other disks. When you find the file you want, click on it and its name and path appear below the

list. Click the ? icon to display all files on a disk; click the ! icon to halt the listing of files. Click Load to load the video into DVMover; click Cancel to return to DVMover without loading a video.

COPY VIDEO [A -C]

Copies all video Parts to the destination. Changes the Parts drawers to match the new destination and saves the video.

If your video and its Parts are too big to fit on one floppy, you can use this procedure to copy your video to two floppies (1 and 2).

- Load the video you want to copy into DVMover.
- Select all Parts (click on the All button, below the *Parts in the video* list), and then click on the Get Sizes button.
- Set the *destination* to floppy 2.
- Look at the memory availability reading in the DVMover Title Bar. Deselect Parts (click on them) until the remaining selected Parts can fit into the available space on floppy 2. *Make sure you don't cut it too close. You must leave some extra room on the disk for the Amiga operating system.*
- Click on the Copy button below the *Parts in the video* list.
- When the disk drive stops whirring, click on the Toggle button to select the Parts that wouldn't fit on floppy 2.
- Set the *destination* to floppy 1 and click on the Copy button again.
- When the disk drive stops whirring, click on Save Video. Select floppy 1 from the requester; enter the name of your video, and click Save to save the video on floppy 1.

Store these disks together. You'll need them both to play your video.

MOVE VIDEO [A -M]

Same as **Copy Video**, but deletes the original Parts and video after copying. *Use this option with care.* When you select Move Video, DVMover displays a warning message asking you to confirm your selection. If you really want to move the video and its Parts, click Yes.

SAVE VIDEO [A -S]

Displays a file requester and then saves the video with Parts drawers as shown in the Parts list of the requester.

RENAME VIDEO [A -R]

Use Rename Video to change the name of the video that is currently loaded.

QUIT [A -Q]

Closes DVMover and returns you to the WorkBench.

ABOUT

This command displays a message containing copyright and version information for DVMover. Click OK to return to DVMover.

DVPLAYER

This program plays one or more videos. If you want to play just one video, double-click on the video's icon and it automatically loads DVPlayer and plays normally.

★ For this to work you must assign DVideo properly; see *Installation and Setup* in Chapter 1.

If you want to play several videos, select the first one with the mouse, then hold down the Shift key and click on the other videos you want to play. DVPlayer plays these videos in the order you select them. While still holding down the Shift key, double-click the last video you want, and DVPlayer plays all of the selected videos in sequence.

CONTROL PANEL

You can control a video while it's playing through DVPlayer by using the Control Panel (see Figure 6.48) or the keyboard. To display the Control Panel, while the video is playing:

▶ Press the Help key or the right mouse button.

Pressing either Help or the right mouse button removes the Control Panel when the Control Panel is visible. The Control Panel is normally appears at the bottom of the view, but if the view is overscan, the Control Panel is shown in the normal (non-overscan) region so that it's totally visible.

★ If the Mouse-Skip video option is on, then the right mouse button is reserved for skipping to the previous scene, and you'll need to use the Help key to display/hide the Control Panel.

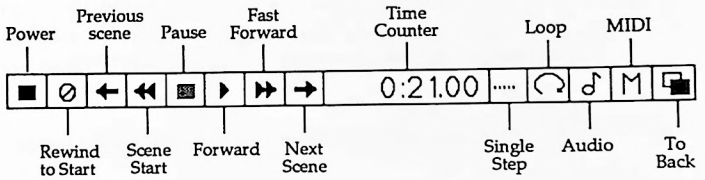


Figure 6.48 *Control Panel*

The Control Panel buttons are described below, from left to right. Keyboard equivalents from the Control Panel buttons appear in brackets.

★ *After* you've selected any of the other Control Panel buttons, you must click the Forward button to continue playing your video .

Power [Esc]
This button, marked with a red rectangle, stops playing the video and returns you to the WorkBench (if you were running DVPlayer) or to DVMaker (if you were running DVMaker).

Rewind to Start **[F1]**
Instantly rewinds to the beginning of the video.

Previous Scene **[Shift-Tab]**
Skips the video to the beginning of the previous Scene.

Scene Start **[Left-Shift ←]**
This button (marked with double left-facing arrows) skips the video to the beginning of this Scene.

Pause **[↓]**
This button, marked with a black rectangle, pauses the video.

Forward **[→]**
Resumes playing the video.

Fast Forward **[Right-Shift →]**
Runs the video clock faster than real-time, so that the video plays more swiftly.

Next Scene **[Tab]**
Skips the video to the beginning of the next Scene.

0:21.00 **Time Counter**
This area displays the time elapsed during the video.

Single Step **[F2]**
Pauses the video with the first press. You can then click the Forward button repeatedly to step through the video one frame at a time. This feature is very useful when you are trying to synchronize multiple animations.

Loop **[F3]**
Loops the video to the beginning and replays it continuously.

Audio **[F4]**
Controls the Audio tracks of the video. If this button is off, no Audio track will play during the video.

MIDI **[F5]**
Controls the MIDI output of the video. If this is on, the MIDI options listed in the SMUS files for Tune tracks are used instead of the Amiga instruments.

To Back
This button hides the Control Panel.

Alt Esc Quit playing the current video and skip to the next one (if you have shift-selected a series of videos to play).

INSTANTSLIDESHOW

This program quickly and easily creates a *slide show* video from a list of pictures. You can play a video created in this way with DVPlayer or it can be loaded into DVMaker and modified like any other video.

InstantSlideShow is also a very easy way to begin creating a video that has a series of pictures; it's faster to use InstantSlideShow to get a series of pictures in a Script than it is to load each one into DVMaker.

INSTANTSLIDESHOW DISPLAY



When you load the program (double-click its icon), the InstantSlideShow Display appears. There are three keyboard options available:

- Press > to select the next slide
- Press < to select the previous slide
- Press Esc to stop making a list of slides when you've selected multiple slides from the Files window.

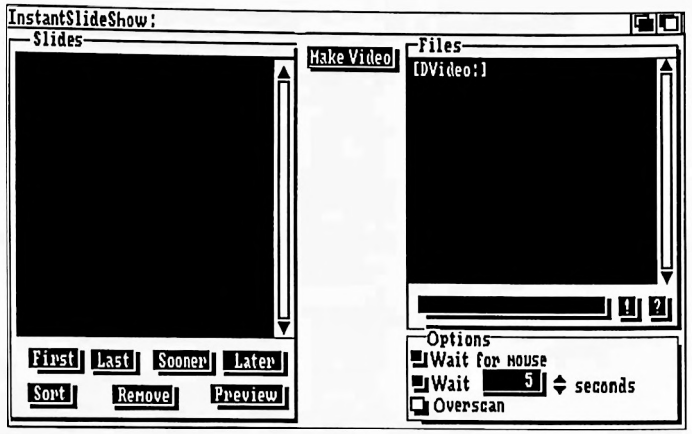


Figure 6.49 *Instant Slide Show Display*

SLIDES

The list of pictures in your InstantSlideShow appears in this area. Selected pictures are highlighted. Click on the up or down arrows to the right or drag the slider to see more picture names.

FIRST
Click to place the selected picture first on the list. If more than one picture is selected, all pictures are placed at the head of the list in the same order as they appeared on the list.

LAST
Click to place the selected picture last on the list. If more than one picture is selected, then all pictures are placed at the bottom of the list in the same order as they appeared on the list.

SOONER
Click to place the selected picture one slot higher on the list. If more than one picture is selected, they are all placed one slot higher on the list in the same order as they appeared on the list.

LATER
Click to place the selected picture one slot lower on the list. If more than one picture is selected, they are all placed one slot lower on the list in the same order as they appeared on the list.

SORT
Click to sort all pictures, selected or not, into alphabetical order.

PREVIEW
Click to see the selected picture. Choose **Close** from the Preview menu to return to the InstantSlideShow window.

REMOVE
Click to remove the selected picture(s) from the list.

FILES

This window shows the available files on disk. Find the Picture file you want in the requester. To move up a level on the disk directories, click on the Parent Dir listing. Click on other disk names to see the contents of other disks. When you find the Picture file you want, click on it and its name and path appear below the list and in the Slides window.

Click the ? icon to display all files on a disk; click the ! icon to halt the listing of files.

OPTIONS
This section controls the timing of the SlideShow. Select any box by clicking it; when active, the box is highlighted. *Wait for mouse* makes the slide show wait for a mouse click before showing the next picture. Check the *Wait* box to have the slide show wait the indicated number of seconds before showing the next Picture. Click the up or down arrows to increase or decrease the duration, or click in the box directly and type in a new time value. Check the Overscan box to have the pictures displayed in overscan mode.

Make Video
Click this button to create the InstantSlideShow of the pictures on the list.

INSTANTSLIDESHOW MENU

PROJECT MENU

MAKE VIDEO [A-M]

This command has the same function as the Make Video button on the Display.

QUIT [A-Q]

This command closes InstantSlideShow and returns you to the Work-Bench.

ABOUT

This command displays a message containing copyright and version information for Instant Slide Show. Click OK to return to Instant-SlideShow.

SUMMARY OF TRACKS AND EFFECTS

TRACKS

What follows is a list of all the tracks supported by DeluxeVideo III, cross-referenced with their associated effects. Tracks from the Video Script are marked [VS]; tracks from the Scene Script are marked [SS]. See the appropriate sections of this Reference chapter for more information about any track or effect.



ANIM TRACK [SS]

Back, Clear, ClrCycle, FadeIn, FadeOut, FadePtrn, Front, HAMFixup, Hide, Load, LockClrs, MakeAnim, MoveTo, Options, PlayAnim, Position, Release, Scroll, Show, SlideIn, SlideOut, UnLoad, WipeIn, WipeOut



ANIMBRUSH TRACK [SS]

GoTo, Hide, Load, MovePath, MoveTo, PlayAnim, Position, Release, Show, Stamp, UnLoad, UnScroll, UseClrs, WipeIn, WipeOut



BACKDROP TRACK [SS]

Back, Clear, ClrCycle, Continue, FadeIn, FadeOut, FadePtrn, Front, HAMFixup, Hide, LockClrs, MakeAnim, MoveTo, Options, Position, Release, Scroll, Show, SlideIn, SlideOut, WipeIn, WipeOut



BACKGROUND TRACK [VS, SS]

Hide, Purge



BOX TRACK [SS]

GoTo, Hide, Load, MovePath, MoveTo, Pattern, Pickup, Position, Release, Scroll, Show, Stamp, UnLoad, UnScroll, UseClrs, WipeIn, WipeOut



BRUSH TRACK [SS]

GoTo, Hide, Load, MovePath, MoveTo, Pattern, Pickup, Position, Release, Scroll, Show, Stamp, UnLoad, UnScroll, UseClrs, WipeIn, WipeOut



CONTROL TRACK [VS, SS]

Button, GoTo, Joystick, KeyTo, Label, PanelOn, Pointer, TimeStep, Wait



DEVICE TRACK [VS, SS]

Message



PICTURE TRACK [SS]

Back, Clear, ClrCycle, FadeIn, FadeOut, FadePtrn, Front, HAMFixup, Hide, Load, LockClrs, MakeAnim, MoveTo, Options, Pattern, Position, Release, Scroll, Show, Slide In, Slide Out, Unload, Wipein, Wipeout



SOUND TRACK **[SS]**

Load, Pan, Play, UnLoad



TEXTLINE TRACK **[SS]**

GoTo, Hide, Load, MovePath, MoveTo, Pattern, Pickup, Position, Release, Scroll, Show, Stamp, Unload, Unscroll, Useclrs, Wipein, Wipeout



TUNE TRACK **[VS]**

Load, Play, Unload, Volume



VIDEO TRACK **[VS]**

Scene



VIEW TRACK **[VS]**

Show

TRACKS AVAILABLE IN VIDEO SCRIPT

Background, Control, Device, Tune, Video, View

TRACKS AVAILABLE IN SCENE SCRIPT

Anim, AnimBrush, BackDrop, Background, Box, Brush, Control, Device, Picture, Sound, Textline

TRACK TYPES

AUDIO **(Sound, Tune)**

EXPERT **(Background, Device)**

OBJECT **(AnimBrush, Box, Brush, Textline)**

SETUP **(Video, View)**

VIEWPORT **(Anim, Backdrop, Picture)**

EFFECTS

EFFECT	TRACKS/TYPE	EXPERT MODE
Back	Viewport	✓
Button	Control	✓
ClrCycl	Viewport	
Continue	Backdrop	✓
FadeIn	Viewport	
FadeOut	Viewport	
FadePtrn	Viewport	✓
Front	Viewport	✓
GoTo	Object, Control	
KeyTo	Control	
Hide	Background, Object, Viewport	
Label	Control	
Load	Object, Viewport (except Backdrop), Audio	
LockClrs	Viewport	✓
MakeAnim	Viewport	
Message	Device	✓
MovePath	Object	

EFFECT	TRACKS/TYPE	EXPERT MODE
MoveTo	Object	
Options	Viewport	✓
PanelOn	Control	
Pattern	Picture	✓
Pickup	Object	✓
Play	Audio	
PlayAnim	Anim, AnimBrush	
Pointer	Control	
Position	Object	
Purge	Background	✓
Release	Object, Viewport	✓
Scene	Video	
Scroll	Object, Viewport	
Show	Object, Viewport	
SlideIn	Viewport	
SlideOut	Viewport	
Unload	Audio, Object, Viewport	✓
Wait	Control	

NOTES

HOW DELUXEVIDEO III DISPLAYS PARTS

If you want to become an expert DeluxeVideo user, you should spend some time studying how DeluxeVideo's screen display is formed. The figure below shows the elements of a display. The terminology is Commodore's, and we apologize for the jargon, but we'll use these terms rather than invent our own. As you read through this section, refer to this figure if you need clarification of a term.

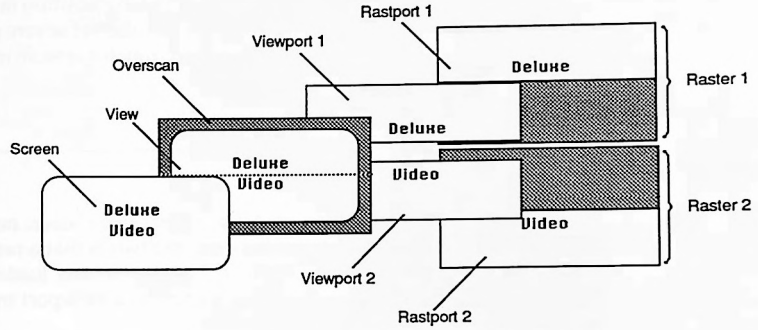


Figure A.1 *Formation of a display from multiple rasters*

THE SCREEN

For our purposes, the screen is simply your monitor's screen. DeluxeVideo doesn't care about the size of your screen, but it cares a lot about the size of the View.

THE VIEW

The View is a rectangle of video data. This rectangle is defined by its origin, size, and offset. The origin is always the center of the View. You can set the size and offset of your View in the View requester.

In our figure, the View is set to be larger than the area of the monitor's screen. Most Amiga programs set the view size to 320 x 200 to guarantee that the entire view is visible on all computer monitors. As a result, there is a blank area visible around the view. For video applications, it is better to make the view larger than most monitors can display, so that there is no blank border. A large view such as this is called overscan. Professional video applications demand an even larger view, sometimes called severe-overscan.

DVMaker lets you set normal overscan by clicking a button in the View requester. If you are in Expert mode, you can also set severe overscan, though we do not recommend this, since too much overscan may result in Video Nightmare.

BITMAPS

For the sake of clarity, we divide bitmaps into two classes: **rasters** and **objects**. The primary difference between the two is that a raster has a viewport directly associated with it (because it was loaded into a Viewport track). An object must be attached to a viewport track to be seen.

RASTERS

A raster is a picture or an anim (or a backdrop created when DeluxeVideo plays a video). A raster has an origin, a size, a depth (in bit planes, which determines the number of colors), and a viewmode (LoRes, HiRes, Interlace).

The origin of the raster is normally its center. Regardless of how the origin is initialized, you can change it to any location within the raster. To change a raster origin, use the Origin option in the User Info area of the Raster Info requester. (To display the Raster Info requester, click Info in the Parts requester for your raster.)

A raster can be any size from 1x1 to 1008x800.

The most important characteristic of a raster from the point of view of how it behaves in DeluxeVideo III is that the raster has a Rastport *and* a Viewport. Objects (brushes, and anything else "attached" to a viewport) do not have viewports.

RASTPORTS

A rastport is a region of a raster defined by a size, origin, and offset. The rastport defines *what* appears in the view.

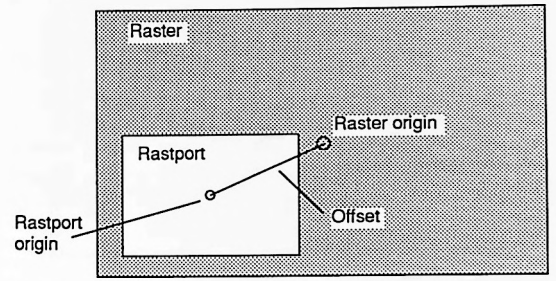


Figure A.2 *Raster and rastport showing origins and offset*

The rastport size is limited by the raster size and by the viewport size, whichever is smaller. The rastport is initially set to be the same size as the viewport, which in turn is set to be the same size as the view (see Viewport, below). The rastport is constrained to lie entirely within the raster. Animation is achieved by changing the rastports size or offset with time. If you change the rastports size, the raster is revealed or hidden. If you change the rastports offset (position) the raster appears to scroll inside the rastport, though in fact it is the rastport that scrolls. The What&Where example in *Chapter Five: Video Effects* illustrates how changes in the size and position of the rastport creates animation effects.

VIEWPORTS

A viewport is a region defining *where* the rastport appears in the view. Its size is forced to be identical to the matching rastport and the viewport's origin is fixed at it's center. Viewports are initially created at the same size as the View, set in the requester for the View track. You can change the size of your viewport by using the What option of the Position or MoveTo effect.

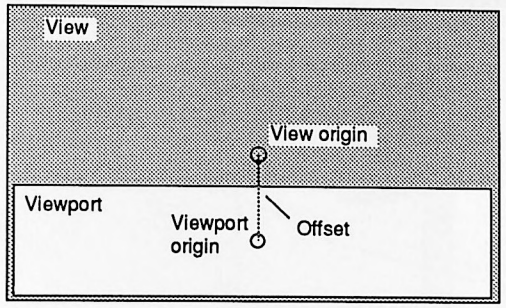


Figure A.3 *View and Viewport showing origins and offset*

Animation is achieved by changing the viewport's offset with time.

OBJECTS

An object is a brush, animbrush, or textline (or a box created when DeluxeVideo plays a video). Each object is defined by a size, origin, and offset.

Objects have the equivalent of a rastport that you can adjust to change how much of the object is displayed and where that window is positioned over the object. You make these adjustments in the What and Where requester just as you would for a Raster. However, *an object has no viewport, and must be attached to a viewport track (or to another object attached to a viewport track) to be visible.*

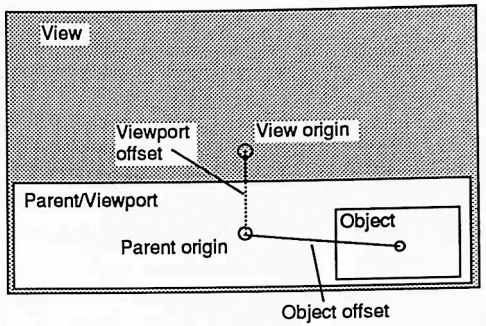


Figure A.4 *Object and parent showing origin and offset*

An object is positioned relative to its parent by placing its origin at an offset from the parent's origin. (The parent is the object or raster to which the object is attached.) The object is animated (moved across the screen) by changing its offset with time.

When you first begin using DeluxeVideo III, it is likely that you will not do everything right the first time. The program prompts you with error messages, but until you are familiar with the different AmigaDOS error messages and the concepts of attaching tracks and displaying viewports, you'll probably have some trouble figuring out what the error messages mean. The following list of error messages and what they really mean is meant as a help. It is by no means a complete list of error messages. These are the messages we think you'll run into in your early experience with the product and that you may not understand right away.

MOST COMMON AMIGADOS ERROR MESSAGES

AmigaDOS error 205 : AmigaDOS cannot find the file you specified. Check that you have the correct file name and drawer. Check that the disk is in the drive.

AmigaDOS error 103 : Not enough physical memory (ram:) to complete this task. Try closing the WorkBench or other applications.

AmigaDOS error 221 : Disk Full. Not enough space on your disk.

AmigaDOS error 214 : Disk is write protected. DVideoIII needs to be able to write to the disk to make temporary files.

MOST COMMON VIEWPORT ERROR MESSAGES

Error 215 : Brush's viewport is not visible. You will get this error message if you try and "show" an object track that's connected to a viewport track (BackDrop, Picture, or Anim), which has not been "shown" by a Show, Position, MoveTo, etc.

Error 224 : Viewport is not visible. Make your viewport track (BackDrop, Picture, or Anim) visible with a Show or Position effect.

Error 225 : Track not attached to a Viewport. Attach your track to a Viewport (BackDrop, Picture, or Anim).

By using a Device track in DeluxeVideo III you can communicate with an external program that can, in turn, communicate with another device. The common language by which you communicate between DeluxeVideo III and another device is ARexx. ARexx is an Amiga implementation of the well know REXX language. ARexx is currently available from William S. Hawes (address on page 237). You will need the libraries that come with ARexx in order for DeluxeVideo III to communicate with other devices.

THE THEORY

Let's use the SuperGen example included with DeluxeVideo III to outline the procedure. When you have Expert mode turned on in DVIII you will have an added video track called Device. When you add a Device track, a requester asks for the Port Name. Type in SuperGen as the Port Name. This defines to DVIII that all messages for this Device track will be sent to a port called "SuperGen." Now drag down a new effect. For a Device track there is only one effect—a Message. In the Message requester you input the message text that you want sent to the port as well as some options for special cases. Type "FadeIn" in the Message Text box. This sends a message of "FadeIn" via an ARexx port to a program (DVSuperGen) that, using software included with SuperGen, then controls the SuperGen hardware. Did you get all of that?

WHAT YOU NEED TO RUN THE SUPERGEN EXAMPLE

Obviously you will need an Amiga and Deluxe Video III and a SuperGen from Digital Creations. Once you have this all set up you will need to have the ARexx libraries (rexxsyslib.library and rexxsupport.library) and the SuperGen libraries (SuperGen.library and copinit.library) in the LIBS: drawer on the volume you booted from when you booted. These libraries come from ARexx and SuperGen respectively. You also need the program SuperGen. This is in the rexx_examples drawer on the *DVideo* disk. From the CLI you must launch the SuperGen program, which will leave a little window open on your WorkBench. Now you can launch DVIII and create a Device track as outlined in the "theory" section above.

COMMANDS IN THE SUPERGEN EXAMPLE

There are five "messages" that you can send through the SuperGen example program.

- Reset: Immediately sets the background and graphics values to 100% external video.
- FadeIn: Over the duration of the effect, gradually increase to 100% Amiga graphics.
- FadeOut: Over the duration of the effect, gradually decrease to 100% Amiga graphics.
- BgFadeIn: Over the duration of the effect, gradually increase to 100% Amiga background.
- BgFadeOut: Over the duration of the effect, gradually decrease to 100% Amiga background.

FOR PROGRAMMERS ONLY !

Also included in the rexx_examples drawer on the DVideo disk are various other files for C programmers to create their own programs to communicate via an ARexx port with DVideo. Again, to use these you will need ARexx, code from the manufacture of the device you wish to control, and a C compiler. Electronic Arts will not be giving technical support for programmers to write their own programs. You will have to contact the manufacturer of the device, ARexx, and or the compiler maker. These files are included only as examples and not as finished and working code.

SuperGen	Executable program for controlling the Digital Creations SuperGen.
sgmain.c	Main C source for SuperGen.
supergen.lmk	Link file for Manx C.
supergen.lnk	Link file for Lattice C.
VTRTest	Executable program demonstrates shell of real program to control a VTR.

vtmain.c	Main C source for VTRTest.
vtrtest.lmk	Link file for Manx C.
vtrtest.lmk	Link file for Lattice C.

WHERE TO GET AREXX

At the time of this writing, the address listed below is the source from which you should obtain a copy of the ARexx software and documentation.

William S. Hawes
P.O. Box 308
Maynard, MA 01754

This chapter lists the tooltype options available for all four DeluxeVideo programs. The casual user doesn't need to use them at all. The options are listed in order of sophistication. The first group is for advanced users, and the second group is for experts.

★ If you're unfamiliar with Amiga tooltypes, and would like to know what they are, see your Amiga Users guide.

Each parameter is shown with its default. Numerical parameters are followed by the allowable minimum and maximum. Each one is followed by code letters indicating which program it applies to M=DVMaker, P=DVPlayer, X=DVMover, I=InstantSlideShow.

ADVANCED TOOLTYPES

"anim=" 195 characters max [M] - (for hard disk users) Specifies the drawer to look in when you add an Anim track to a video or choose the **Load>Anims** menu option. Also causes the file list to be kept in memory separate from the file lists for videos or other parts, so that the list doesn't have to be rebuilt next time you look for Anims on disk.

"animbrush=" 195 characters max [M] - (for hard disk users) Specifies the drawer to look in when you add an AnimBrush track to a video or choose the **Load>AnimBrushes** menu option. Also causes the file list to be kept in memory separate from the file lists for videos or other parts, so that the list doesn't have to be rebuilt next time you look for AnimBrushes on disk.

"brush=" 195 characters max [M] - (for hard disk users) Specifies the drawer to look in when you add a brush track to a video or choose the Load Brush menu option. Also causes the file list to be kept in memory separate from the file lists for videos or other parts, so that the list doesn't have to be rebuilt next time you look for Brushes on disk.

"closewb=no" [MP] - By default the WorkBench is open when you use DVMaker and DVPlayer. Set to "yes" to close the WorkBench and free up about 30K of memory. *Be aware, however, that some early versions of WorkBench may not reopen properly.*

"credits=yes" [P] - Suppresses the DVideo splash screen so that you can show your videos without the DVideo credits at the beginning.

"expert=no" [M] - Sets the default value of the Expert menu option in DVMaker. Setting this in tooltypes saves the user the trouble of setting it via the menu each time he runs DVMaker.

"instruments=" 195 characters max [M] - (for hard disk users) Specifies the drawer to look in when you add an Instrument track to a video or choose the Load Instrument menu option. Also causes the file list to be kept in memory separate from the file lists for videos or other parts, so that the list doesn't have to be rebuilt next time you look for Instruments on the disk.

"MIDI=no" [MP] - For DVMaker this saves you the trouble of using the Enable MIDI menu option each time you run DVMaker. For DVPlayer this enables MIDI so you don't need a button effect on the control track to turn on MIDI. In general, this enables DVideo to play music on a MIDI device. When a tune is played, any instrument that has its MIDI flag on will be played as a MIDI instrument with the indicated channel and preset (set the channel and preset using the "Info" requester under the Instruments Part requester). Any instrument with the MIDI flag off will be played as an Amiga instrument.

"numfiles=80" 20..400 [MPXI]- Specifies the approximate number of files that can be displayed in the file requester. This option is most useful to hard disk users. The average file name is about 10 bytes long, but with other information requires about 25 bytes of memory. So if you specify 40 files, a 1000 byte block of memory (FAST, not CHIP) will be allocated to hold file names for the file requester. The memory is not permanently allocated, and will be freed by DVideo's memory manager if memory starts to get tight. The default holds about 80 file names, but you can increase to any value up to 400.

"partsize=8000" 1000..100000 [MXI] - Sets the default size of the part buffer.

"parts=" 195 characters max [M] - (for hard disk users) Specifies the drawer to look in when you add any part to a video (that is a part that doesn't have its own drawer setting in tooltypes). Also causes the file list to be kept in memory separate from the file lists for videos or other parts,

so that the list doesn't have to be rebuilt next time you look for parts on disk.

"pictures=" 195 characters max [M] - (for hard disk users) Specifies the drawer to look in when you add a Picture track to a video or choose the Load Picture menu option. Also causes the file list to be kept in memory separate from the file lists for videos or other parts, so that the list doesn't have to be rebuilt next time you look for Pictures on the disk.

"screen=1" 0..2 [M] - Lets you specify which type of screen the DVMaker window is opened. Use 0 for the workbench screen, 1 for a custom HIRES screen, and 2 for a custom HIRES LACE screen.

"scenesize=8000" 1000..100000 [MXI] - Sets the default size of the scene buffer.

"searchpath=" 195 characters max [MP] - Define a series of drawers to look in if a part cannot be found in the drawer it's supposed to be in. Separate drawer names with a space, "searchpath=parts videos."

Suppose a part isn't where it's supposed to be, for example:

If a video is in "dh0:dv/videos"...

and one of its parts has a drawer defined as "dh0:dv/parts
and in tooltypes "searchpath=df1: /mystuff dh0:moreparts"

...then DVMaker will search for the part in this order

dh0:dv/parts —it looks in the part's drawer first
dh0:dv/videos —next it checks the current directory (i.e. the video's location)
df1: —then the search path
dh0:dv/videos/mystuff—... /mystuff relative to the current directory
dh0:moreparts

Note: A video will always play if the parts are in the same drawer as the video.

"sounds=" 195 characters max [M] - (for hard disk users) Specifies the drawer to look in when you add a Sound track to a video or choose the Load Sound menu option. Also causes the file list to be kept in memory separate from the file lists for videos or other parts, so that the list doesn't have to be rebuilt next time you look for Sounds on disk.

"tunes=" 195 characters max [M] - (for hard disk users) Specifies the drawer to look in when you add a Tune track to a video or choose the Load Tune menu option. Also causes the file list to be kept in memory separate from the file lists for videos or other parts, so that the list doesn't have to be rebuilt next time you look for Tunes on disk.

"videos=" 195 characters max [M] - Specifies the drawer to look in when you open a video. This must be a complete path name starting with a volume name, like this "dh0:dvideo/myvideos." It can't start with a logical volume name that is assigned to a particular drawer. Floppy disk uses may wish to set "video=df1:."

EXPERT TOOLTYPES

"dirlevel=1" 0..128 [PI] - If a program is launched by selecting a drawer icon and shift-double-clicking the program's icon, it will search the directory for files. This parameter sets the directory depth to search for files. Normally the dirlevel is one so that only the drawer itself is searched. If level is two, the next level of subdrawers would be searched.

"hamicon=yes" [MP] - Set this to "no" if you don't want the HAMFixup icon to be displayed during a HAMFixup effect.

"numscenes=1" 1..10 [MPXI] - Sets the number of scenes that are kept in memory. Normally only one scene is kept in memory at a time, so if you open one scene and then another, the first one must be saved on disk before the second one is loaded. Use a higher value if you find yourself switching between scenes frequently and you don't want to load them from disk each time. This is useful only if you have lots of memory.

"priority=5" 0..128 [MP] - Sets the task priority while playing a video. The music subtask priority is set to one higher and the sound subtask priority is set to two higher. If you set this value too high, other tasks on your Amiga may not be able to run and you may be forced to reboot. *Use this at your own risk.*

"preload=no" [P] - Use this in conjunction with "numscenes." Before a video is played, the indicated number of scenes will be preloaded into memory. This eliminates a disk I/O delay between scenes. You still need to use "preload" on any parts you want preloaded.

"xoffset=0" -32..32 [MP] - An offset added to the x value in a video's view track. Use this if someone generates a video on their machine and it's not centered horizontally in the screen of your machine. Correct the problem by setting an x offset value in the tooltypes of the DVPlayer icon.

"xoverextra=32" 0..64 [MPI] - The number of extra pixels added to a normal screen width to get overscan. Normally this is 32, so that overscan would be 352. A professional video user may want to change this so that he doesn't have to manually set the overscan size each time. Since values larger than 32 may cause trouble, *only experts should use this option.*

"yoffset=0" -32..32 [MP] - An offset added to the y value in a video's view track. Use this if someone generates a video on their machine and it is not centered vertically in the screen of your machine. Correct the problem by setting a y offset value in the tooltypes of the DVPlayer icon.

"yoverextra=40" 0..80 [MPI] - (The default on a PAL machine is 34.) The number of extra pixels added to a normal screen height to get overscan. Normally this is 40, so that overscan would be 240. A professional video user may want to change this so that the overscan size does not have to be set manually each time. Since values larger than 40 may cause trouble, *only experts should use this option.*

"vpspacing=3" 1..10 [MP] - Sets the number of blank video lines to skip between viewports in a view. A professional video user may need to reduce this value. Smaller values may cause errors in the color palette, and larger values may cause the control panel to be invisible.

DVMAKER

Project Menu

A-R	New
A-O	Open
A-S	Save
A-K	Play Scene
A-L	Play Video
A-Q	Quit

Edit Menu

A-E	Erase
A-X	Cut
A-C	Copy
A-P	Paste

DVMOVER

Project Menu

A-O	Load Video
A-C	Copy Video
A-M	Move Video
A-S	Save Video
A-R	Rename Video
A-Q	Quit

INSTANTSLIDESHOW

Project Menu

A-M	Move Video
A-Q	Quit

PARTS MENU

KEYBOARD COMMANDS FROM THE PREVIEW SCREEN

Esc — Ends previewing and closes the Preview screen. You can also choose **Close** from the Preview menu to return to the requester and shut down the Preview screen. This key also cancels a drag operation if you are dragging an object.

Arrows — Up, down, left, and right scroll the Preview screen.

1 — Displays the previous frame of the selected Anim or AnimBrush, or displays the previous cel of the selected figure. This key has no function for other Parts.

2 — Displays the next frame of the selected Anim or AnimBrush. This key has no function for other Parts.

a — Toggles the display of all other Parts on the same track.

b — Moves (pushes) selected object to back.

c — Uses the color palette of the selected object.

C — Uses default color palette

d — Deletes a point, just like the Delete button on the Path requester.

f — Moves (pops) the selected object to the front.

h — Cuts the image size in half, down to a minimum of 1/8 full size.

H — Doubles the image size, but to no more than full size.

i — Inserts a new point, just like the Insert button on the Path requester.

j — Switches to the alternate preview screen, if there is one. For the Position and MoveTo effects, pressing this key switches between the Preview What and the Preview Where options. For the MovePath effect, pressing this key switches between the Trace and Edit screens.

@ — Toggles feedback of coordinates while dragging an object.

\+ — Selects the next point and draws the Object there.

\- — Selects the previous point and draws the Object there.



You can also exit the Preview screen by clicking the front/back gadget in the upper right corner. However, the screen is still present in the background; you must click the Preview button on the requester to eliminate the preview screen. Choose **Close** from the Preview menu to return to the Parts requester and shut down the Preview screen.

CONTROL PANEL

The Control Panel buttons can be manipulated from the Keyboard.

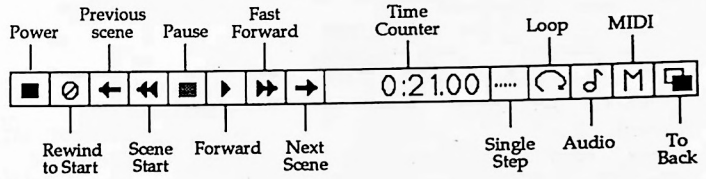


Figure E.1 *Control Panel*

Power	**[Esc]**
Rewind to Start	**[F1]**
Previous Scene	**[Shift-Tab]**
Scene Start	**[Left-Shift ←]**
Pause	**[↓]**
Forward	**[→]**
Fast Forward	**[Right-Shift →]**
Next Scene	**[Tab]**
Single Step	**[F2]**
Loop	**[F3]**
Audio	**[F4]**
MIDI	**[F5]**
Alt Esc	Quit playing the current video and skip to the next one (if you have shift-selected a series of videos to play)

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